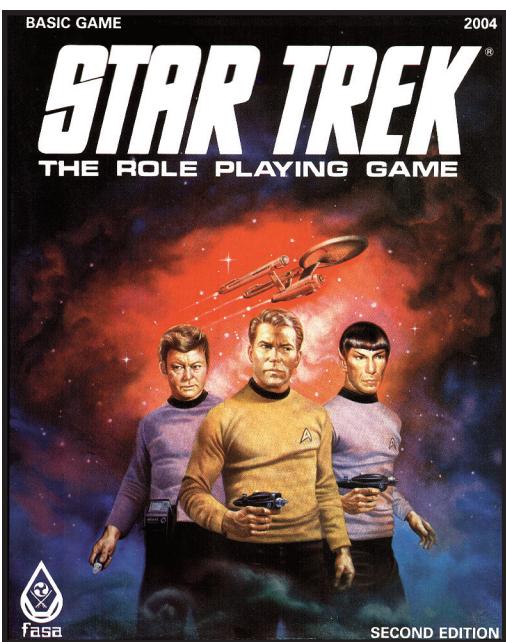
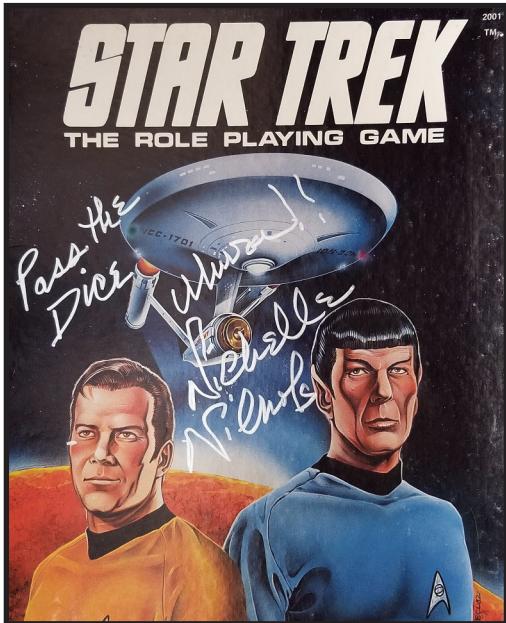


INDEX

Book 1

2	Forward
4	Defining a Being
4	Attributes
6	Raising Attributes and Abilities
7	Abilities
7	The Universal Personnel Profile
8	Skill Mechanics
10	Descriptions
16	Species Andorians
18	Caitians
20	Edoans
22	Humans
24	Tellarites
26	Vulcans
34	Character Generation
36	Starfleet Officer
44	Starfleet Enlisted/ N.C.O.
50	Federation Citizenry
56	Aging Tables
56	Money
57	Starship Disposition
58	Officer Medals
61	Enlisted/N.C.O. Medals
64	Lifepath and Events
67	Heredity and Family Status
68	Federation Homeworlds
78	Worlds of the Triangle
81	Select Blank Character Sheets



The Editor's Pen

In the revisioning of a defunct gaming system into this fan-formatted tear-down and re-write, several balancing acts were up for account.

I've gathered from across the source materials and collated the essentials to four 'books' with supplementals released as needed.

In some cases, the labor was simple cut-and-paste. In the 1980's that meant scissors, razors, metal rulers, scotch tape, rubber cement and the Xerox'er at the local Library to make the new master pages.

In some circumstances, entire portions of the rule sets were re-written or re-envisioned whole-cloth, while most remain as were.

In the balance between 1st and 2nd Editions, I skewed 1st Edition for the originality and greater simplicity of the system. 1st Edition was written exclusively for TOS while 2nd Edition was all-in on the movies as those were in theater at the time. Mashing the two eras made the rules ungainly, at best.

That said, I believe that all relevant FASA materials are presented here in some form. Just about all are fully compatible with both Jack Photon's 3rd Edition Framework and this 4.0th Fantaversary Revision.

3rd Edition is fully compatible with this 4.0th Revision. The differences are some minor terms have changed such as "B.S. Efficiency" is now "Foolies", "B&E" is now "Burglary", etc.

What is covered is getting your feet on the decks of a starship as easily as possible. If you've watched the show, you know what is expected of your role in the game.

What may be new are the various gaming conventions, terms of art and the dice. If you've gamed any games before, you should be running quick with fair certitude.

If you are new to role-playing games, read through and get what you can and leave the more difficult aspects for a second pass. The founders were most concerned with the fun of play over mechanics of operation.

As you play, interact with others and become familiar with the game flow, the mechanics will coalesce with rapidity.

A very few numbers have changed, No rules have changed, though clarifications are made.

This 4.0th Revision adds some 60+ pages of 'new' material. Apart from a lil' surprise herein, new content is interspersed among Book 2 & 3.

Do not expect another major revision, not before the 50th Anniversary at least. Page fixes and such will be available through

www.jackphoton.space

So what have we got here?

Book 1, Lifeform Readings has everything to define the character; species, physical attributes, skill sets, relations and history down to homeworld and every last credit cent.

Book 2, Piece of the Action defines your character's interactions with their environment. From conversation to personal combat. From eluding hunter/gatherers on a scout mission to the life-and-death decisions of front-line starship combat in the wastes of deep space where no one'll hear you scream rolling '00'.

Book 3, Memory Bank Alpha is the repository and appendices to flesh-out a character's bones with helpful gaming articles as well.

Book 4, Balance of Powers houses all the Federation's Adversaries, equalized out amongst themselves and Starfleet PCs.

Mentioned were a number of balancing acts.

My original intent was to simply insert new character generation into the rules flow. Then figured if I did Officers, I should also get the Enlisted. If I did Enlisted, I should also do the Citizenry while at it. If I do all that, I should revise Attributes, skills and so on. Looking deeper, there are over 600 planets alone listed and described, a 40 page tome in its own right.

From 8 pages/sides of paper for character creation to an entire ground-up scouring of some 500+ pages and counting.

Looks like I picked the wrong week to stop cuddling tribbles.

It's said the best way to learn is to jump in. With that, here are a few terms.

Get started The game runs on numbers from 1 - 100.

Percentiles The range for success or failure, for how good or how bad you, or things, are about to be.

Rolling 01 is always a Success and rolling 00 always a Failure. No exceptions.

Dicing It "How does one generate a random number from one to one-hundred?" With two, ten-sided dice (d10).

If the dice are different colors, call one color to represent the tens column and the other to represent the ones column.

If the two dice are otherwise indistinguishable, roll one first for the tens and the second will be the ones. That said, you will be quite happy to have a couple dozen d10 on-hand throughout.

"I know about six-sided dice. Where does one get ten-sided dice?" Search ebay for "25 d10 dice". I got a set for \$10 shipped from Georgia, USA. **Avoid 100-sided dice.**

Rounding Fractions are a part of the game, often dividing a result by two and rounding. The abbreviations for rounding up and down are 'ru' and 'rd'.

Examples

1d10/2 ru

A roll of 7 rounds to 4

d%/2 rd

A roll of 93 rounds to 46

Last note Skill totals are cumulative. If you learn 12 points of Admin as a kid, then see in Starfleet Academy you get Admin 10, that means you now have Admin 22.

What is a Game Master to do?



A print-out of each sourcebook for each character type with repetitive appendices and yet a third source for the Attributes and Skill descriptions could be done.

And that still doesn't count personal combat with starships, scary space monsters or super creeps of any or all kinds at all.

For as dense as the creation charts can seem, four pages is looking like a welcoming and friendly smile. Add the mandatory clarifiers and that smile must now certainly be a non-plussed puss for the weighty tomes you now hold.

Heaped on all of that, the original game materials fetch 'collector prices' for their 40+ year antiquity. No one could expect a random player to invest like that for what could be a one-off encounter.

The modern-day FASA Trek GM must be able to present a holistic set of 'house rules' to the players they meet.

"Arrrgh!", I say to you. Arrrgh.

Jack Photon's 4.0th Fantaversary Revision is modeled after 1st Edition's focus on the Original Series. For Movie Era gaming, standard 2nd Edition is decent as is. For other eras, seek the other RPG systems.

January, 1983.

Fantasimulation Associates had a hard deadline and got down a solid system throughout which they encourage GMs to take the reins and improve. And so I did and continue so to do - and encourage you do the same here!

Where 2nd Edition needed to expand concepts and simplify processes, it over-complicated things with no more, it not less, gained.

While 2nd Edition did yield some gems, they were here polished under 1st Edition's light.

"Let me Help."

My hopes are this work honors the intent and goals of Fantasimulation Associates while collating and tying down the scattered miscellany for modern GM and players alike. If you like this system, DO seek out the original books for your shelf!

Until then, dice on!

-Jack Photon, Editor

-January 2023



Jack Photon's 4.0th Fantaversary Revision

Defining a Being

Attributes, Abilities, Skills and Species

A Being is any sentient entity in this or any galaxy. Beings are physically defined by their ATTRIBUTES while SKILLS represent their knowledge of the universe. Every Being has eight Attributes.

These Attributes are:

STRength
ENDurance
INTellect
DEXterity
CHARisma
COOL
LUCK
PSIonic Potential

Maximum Rating is always 99 unless otherwise modified lower or higher by Species Modifiers.
A Tellarite's Max CHA is 79 and a Vulcan's Max STR is 119.
Max COOL is always 99 no matter the Species. No Attribute may modify below 01.

STRength

A character's physical power. The ability to lift, carry and apply force in general. It affects combat damage and can also be viewed as a measure of physique and size. Though variances will occur between species, it is relative within a given species.

A character can (in kg)

Carry their STR without tiring for
 $1d10 + 1/10$ STR Hours.

MAX LOAD = 2x STR for
 $1d10$ mins/ $1/10$ STR Turns

Lift 3x STR above their head without difficulty for
 $1/10$ STR+ $1d10$ Seconds

Drag: 5x STR for
 $1/10$ END + $1d10$ Turns

This is based on a character in a 76 bar atmosphere at sea level in a 1g field.

STR affects combat in two ways.

For Hand-held weapons, add STR/20 rd to the weapon's listed damage per successful To-Hit rolled.

STR	DMG
01 - 25	$1d10 - 3$
26 - 50	$1d10$
51 - 75	$1d10 + 3$
76 - 00	$2d10$
101 - 125	$2d10 + 3$
126 - 150	$3d10$
Pattern continues	

ENDurance

A measure of how much abuse and physical damage your body can sustain before giving out. Combat damage is removed directly from this Attribute, which is detailed in Book 2, Piece of the Action.

Suffice to say for now that the weaker you are, the less you are able to do.

INTellect

Just as STR is a measure of physical capability, INT is a measure of the character's mental and cognitive capabilities.

Having a high INT provides numerous benefits in character generation, helps the Perception Ability and has other uses throughout a campaign when facing intellectual challenges.

DEXterity

The physical control a character has over their body. From slow and sluggish to fast and precise, DEX directly affects combat skills in that it is averaged with them.

DEX also creates Action Points (AP). AP are the allotment of actions your character can perform in a ten-second round. From speaking to drawing and aiming a weapon, it all takes place through AP. Action Points are more fully described in Book 2, Piece of the Action.



CHARisma

When dealing with members of an alien species, there is little to no basis for physical comparisons or even ratings of physical attractiveness.

Rather, CHA is a combination of presence, amiability and to a lesser extent force of will; traits universal to all peoples. CHA is averaged with Leadership and Negotiation/Diplomacy amongst others.

COOL

Refers to how well your character stands under stress, fear, pressure, physical duress and so on. It is not only a measure of how 'together' you are, but how you appear to be to others in crisis.

It should be noted that Vulcans are the masters of Cool. Centuries of devotion to logic and the exquisite control of emotion has produced an exterior that few have ever seen behind, much less cracked.

LUCK

In the old days, you made a LUC roll when you needed to get out of a jam. Here's how it works now.

Per session, mission or other GM determined interval, the player can draw from a pool of LUC points equal to their rating.

You can use as many or few LUC points from the pool on as many or few die rolls as desired. Points never 'roll over' and you can never have more in the pool than your total LUC Attribute.

Once the pool is drained, no more LUC can be mustered until the GM-determined reset interval occurs.

Spent points do not affect a character's overall LUC Attribute. Saves may still be called against the character's overall LUC, even while their LUC pool is empty.

The player using LUC must alert the GM before any dice are rolled and state the total LUC points used. 'Too late' is too late. Unlike Gorn, GM's are not mer-ci-ful.

Players may not affect another PC's or NPC's roll with the following exception. The player may reduce damage done to themselves on a 1-to-1 ratio of LUC-to-damage points sustained. Minimum damage of 1pt per die + STR+Skill dmg applies.

Energy weapon damage is reduced from FULL to GRAZE, GRAZE to SLIGHT or FULL to SLIGHT. Each step costs 20 LUC points. Thus FULL to SLIGHT costs 40 points. GRAZE is half of FULL damage, SLIGHT is one quarter damage. Damage may never be reduced below SLIGHT.

PSIonic Potential

This is another 'in the old days' situation where the PSI was a mere target roll for Vulcans and a save for everyone else.

How it works now is fully described in *Book 2, Piece of the Action*.

To summarize, the game treats INT, CHA and PSI as distinct entities. In the case of who 'you' is, it's really all three.

Humans rolling 31 or less on their PSI Attribute modify to PSI 01. That's 3 in 10 of ALL humans (4/10 Tellarites, etc). Any psionic entity that happens along will wipe them all over the decks, en masse.

Thus are two psionic factors formed.

PSI Vector (INT+CHA+PSI)/3 rd.

If you have a functioning brain cell, you have a PSI Vector. If it reaches 0, you are brain dead. If your PSI Attribute then reaches 0, your body quits too.

PSI Pool is for psionic species such as Vulcans and is the same number as their PSI Vector. The PSI Pool is like LUC to spend points from on powers. The Pool is also like END in that Fatigue plays a major role and damage drains the Pool.

Psionic damage goes first to PSI Pool, then PSI Vector, then PSI Attribute. to 0.

Attributes

Raising your Attributes

No Attribute may be increased beyond Species Max or 99. Max COOL is 99 no matter the species.

Alerting the GM you want to embark on a personal regimen begins a one-year routine spending every possible moment to the task. Increasable Attributes are STR, END, INT, DEX, CHA and COOL. LUC and PSI are not eligible.

At the end of the year, the character must roll *above* their Attribute's current rating. LUC points apply at a 3-1 ratio. That is, 30 LUC points equal a 10% die modifier.

If successful, increase Attribute 1d10/2.

If failed, hit the books, gym or slap-face contest for next year's goal.

Note: Raising Attributes CAN NOT be applied retro-actively, only going forward. GM's might consider the healing of old Purple Heart Wounds over the years, but not unaffected Attributes. GM's may also consider starting a campaign at or toward 'the end of a year'. This allows PCs a quick taste before a full-year's slog.

Tracking PC/NPC training allows GMs to devise minor role-play interactions outside of the typical Rec Room or Cafeteria scenario. Same goes for tracking class/lab time for skill training!

Raising Abilities

Abilities are averages so can only be raised by increasing relevant Attribute(s).



Abilities

These are not exactly Attributes, nor are they skills as such. They are in fact the GM's way of judging random chance in a situation that might not have otherwise had a chance. Species modifiers are on top of the average generated.

Foolies $[(\text{CHA}+\text{COOL})/2 \text{ rd}]$

The ability to fizzbin your way out of a situation using only your 'good looks and charm' or otherwise be convincing enough.

Foolies can also be used to detect when they're being played on you, whether on a personal or propagandistic level.

Species mods: Vulcans -10, Terllarites -15

Focus $[(\text{INT}+\text{COOL})/2 \text{ rd}]$

The ability to keep your mind straight while chaos reigns supreme around you. Mostly used for combat and similarly intense situations when Cool or INT won't make the grade on their own.

Species mods: Vulcans and Andorians +10

Perception $[(\text{INT}+\text{LUC})/2 \text{ rd}]$

The ability to detect an otherwise passed over bit of information. It could be something someone's skill rolls should have caught. It could be something someone said that suddenly clicks.

Species mods: Catiains +05

Vulcans and Andorians +10

Perseverance $[(\text{INT}+\text{LUC})/2 \text{ rd}$

or $[(\text{END}+\text{LUC})/2 \text{ rd}]$

To persevere in the face of adversity. There are two sides to Perseverance, Mental and Physical.

Perseverance is similar to will power in that it allows you to endure great hardships

Specifically, it can be used to resist torture, walk that extra mile or endure that much more agony before the character is free of a situation.

Species mods: Edoans -05, Vulcans +10

Universal Personnel Profile

The U.P.P. Universal Personnel Profile System

This system seeks to equate Attributes and Skill levels with in-world measurements that are understandable to the characters.

The secondary purpose is to add some vagueness to player information. Players will not know exactly how good someone is by calling up their common Starfleet record.

<u>Numeric</u>	<u>Alphabetic</u>	<u>Classification/</u>
<u>Score</u>	<u>Rating</u>	<u>Equivalent</u>
01 - 10	H	3-Day Seminar
11 - 24	G	Enthusiast
25 - 39	F	Associate's Degree/Nurse
40 - 49	E	Licensed Professional/Surgeon
50 - 69	D	Bachelor's Degree
70 - 79	C	Master's Degree
80 - 89	B	Doctorate's Degree
90 - 99	A	Galactic-authority

Each rating can be further specified with a dash 0-19 appended as appropriate. There is no such thing as H-0 or B-10, but there are D-11, G-13, etc. **Example** When Commander Spock speaks of his A-7 Computer Rating, he's saying he has a 97.

For Attributes that are greater than 99, i.e. 100+, use the following alphanumeric ratings.

100 - 125	Z
126 - 150	Y
151 - 200	X
201 - 300	W
301 - 400	V
401 - 500	U
501 - 750	T
751 - 999	S
1000+	R
2500+	Q

U R Way Kray,
but keep going!

F A S T N P C ATTRIBUTES Base + Bonus Pts

Super-Heroes
80+1d10(d10)
(Garth, Daystrom, Flint)

Stars
70+1d10(d10)
(Kirk, Spock, McCoy)

Co-Stars
60+1d10(d10)
(Scotty, Sulu, Uhura)

Supporting Cast
50+1d10(d10)
(Riley, Hadley, Brent)

Extras
40+1d10(d10)
(Joe, Cindy, Frank, Lula)

Khan Noonian Singh
exists in the Z+ range

FEDERATION DATABANK STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	Top Skills
SPECIES	SEX	END	1.
P.O.B.	HT	INT	2.
BRANCH	WT	DEX	3.
RANK	HAIR	CHA	4.
CURRENT ASSIGNMENT	EYES	COOL	5.
	D.O.B.	LUC	...
		PSI	Dept Y / Cmd Y / Head N School N
			Contact Team Y / F Certified? N

Service Record

Honors

Assignments _____ Years Served

Cadet

Term 1

Term 2

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

SKILLS

Two terms you don't want to hear in the same sentence, "Transporter" and "dis-associated condition" -from both "The Galileo Seven" and "The Enemy Within"

Skill Level Equivalents

01 - 10	3-Day seminar, 25hrs
11 - 24	Enthusiast
25 - 39	Associate's Degree
40 - 49	Licensed Professional
50 - 69	Bachelor's Degree
70 - 79	Master's Degree
80 - 89	Doctorate Degree
90 - 99	Galactic Authority

Degrees are awarded at the base percentile in their range with further advancement considered work towards the next degree.

Example Transporter Operations

<u>Skill Level</u>	<u>Common Tasks</u>
10	Read/set given coordinates, communicator signal lock.
15	Operate basic controls.
25	Generate coordinates from sensor data, distinguish individuals in a group, beam without a signal lock.
40	Licensed professional.
50	Compensate for interference patterns, fine-tune signal attenuations, handle great distances and other extremes.
70	Knows most every trick in the book.
80	Into design and other high functions.
90+	Wrote the book. Ain't no fire this operator ain't pulling your bacon out of -blindfolded, even.

Branch Chief Skills

Skills marked with a dot represent those defining each Branch and Department. At this time they are notated for quick reference.

Die Modifiers for Skills and Tasks

Foolproof	-50
Can't Fail	-30
Easy	-15
Normal	+/-0
Unexpected Surprise	+15
Tough	+30
Impossible	+45
Need a Miracle	+60
Divine Intervention	+75
Nada chance	+90
Try the reality next door	+105

Equipment on Hand

Prime	-30
Adequate	-15
Scavenged	+/-0
Inadequate	+15
Unacceptable	+30
"Stone knives and bear skins"	+45
None	+50

Three ways to gain Skill Points

1. Roll an O1 or O0 when making a save and gain one point immediately, up to 99.
2. Training. Inform the GM you will embark on a course of study. Your free-time for the next 30 days is spent in study. At the end of that time, roll d% firstly *below* your INT and secondly roll *above* the current skill rating for +1d10. Miss either and you didn't quite grasp the concept. Try again next month.
3. During a game or session, the making of regular skill rolls or demonstration of exceptional or innovative uses of a skill will give a bonus from 1 - 3 points as awarded by the GM at the end of the game, mission or session.

Historical note Back-when in *those days*, GM's often accepted bribes and tribute of sandwiches, sodas and the like. As to *these days*, I do sometimes wonder what corruptions lie in the heart of a modern GM. Shameful. Tsk-tsk.

Inferred Knowledge

As seen, some skills count as modifiers to others and some impart general knowledge of the field.

Examples

Knowing how to play the Vulcan Lyre means you understand Vulcan tonal structure, time signature, moods and the various aspects of playing the music and 'speaking' that language.

Your interest and skill also means you have some knowledge of the instrument's history, notable performers, passages and scores, variants and any successor instruments to the lyre and a whole lot more.

Whereas if you specialized in the history of the instrument you would have an inkling of how to play it, just not as well as someone who was trained to play it in the first place.



USING SKILLS 2nd Ed Variation

By 2nd Edition, it was clear that too many characters were failing too many rolls. To solve this, I created the previous DIE Mods table and beefed up skill rolls to some extent. FASA's solution: Four different rule systems based on your overall skill level to interpret the skills and situations. It works, but I find it is over-complicated and inelegant. Use the system you prefer, they are not compatible.

SKILL RATINGS AND AUTOMATIC SUCCESS

Skill Ratings are the way the gamemaster determines if the character can use his skill to perform a desired action. If the rating is low, the chance of the action being allowed is also low, and if the rating is high, the chance of the action being allowed is high.

When a character uses a skill, the first thing the gamemaster must decide is whether or not the character has a Skill Rating great enough that he can perform the action without requiring a Skill Roll. If this is the case, then the action is automatically successful, and the gamemaster can judge the action accordingly. The rating descriptions below will help the gamemaster to determine if a skill is automatically successful; if it still is not clear, then a Skill Roll must be made as described in the following section.

Unskilled – Rating 0

Characters have only their LUC score to use if they attempt to perform in an area where their Skill Rating is 0. Such use should be limited to very critical circumstances. After all, not every character should be able to do everything.

Semiskilled – Rating 1 – 9

Characters who attempt to perform in an area where their Skill Rating is 1 – 9 may make a 1D10 Skill Roll to determine success or failure of any *routine* use of the skill. They have little to no chance, save through their LUC score, to perform in this skill under critical circumstances.

Qualified – Rating 10 – 39

Characters who have a Skill Rating of at least 10 and not more than 39 are said to be qualified in a skill. This means that they may use their skill with success in most non-critical (normal, routine, leisurely, non-stressful, every-day) circumstances. Their success will not be total, for they are not professionals, nor will it border failure, for they are, after all, proficient. In using their skill, room is left for the close call, even in non-critical situations. The closer to 40, the less chance for close call. One way to simulate this is to subtract the Skill Rating from 40, and this gives the percentage chance for a close call.



To understand how your character interacts with the galaxy-at-large, Book 2, Piece of the Action covers: Dice, Action Points, Personal Combat,

Taking and Healing Damage, Psionics, Encounters on New Worlds, Personal Equipment, Shipboard Systems and Starship Combat itself.

SKILL LIST

Skills should be thought of as having two components, procedural and specific knowledge. Procedural aspects can be applied broadly while specific knowledge is focused and may not fit into a given situation as well it might otherwise.

Example A government bureaucrat does not have Bureaucrat skill. They are highly skilled Admins with specific knowledge to their job function. Thus, while they may visit another planet with different methods, they understand the underlying procedures and will pick up on the specifics to their full skill level as quickly as their exposure and INT allows.

You will herein come across a number of skills that apply half or a modifier to a related skill or circumstance. GM's should extrapolate specifics with players for their campaign needs as they go.

● Administration

The ability to keep records, create and manage databases, direct information hierarchies and command structures. If you want to cut some red tape, this is the skill.

Administration is essential for Department Heads and anyone with responsibilities over any number of people, directly affecting your chances for promotions. Remember, an organized officer is a promoted officer.

Anthropology (s)

A study of ancient history, culture and lifestyles of a particular culture or planet. Each culture must be specified and developed separately.

When studying a culture sufficiently similar to one known, the character may apply half their skill rating and 1/4 to any other culture. Thus the character could hypothesize on how something might affect one culture differently than another.

Appraisal

Judgement and experience in estimating the value of goods and items of worth, including trade items such as luxury goods and bulk commodities.

Rolls will give a rough estimation of the worth, but no specifics. Specialization is possible, but not necessary. Specialization would give the character better estimates on a more limited range of goods with little general knowledge.

Archaeology (s)

The skills of digging a site, record keeping (apply 1/10 Admin as a bonus) and other techniques involved in the excavation, preservation and transportation of artifacts and fossils.

It also includes knowledge of various methodologies with an overview of important finds throughout history as well as knowledge of legends and rumors of ancient sites yet to be found.

Concentration is possible with 1/2 skill applied to all others for techniques and methodologies.

Arts, The, (s)

This skill covers many various aspects of 'art'. Anything dealing with the creative force of the imagination as expressed through any particular media or form. Also includes technical trades such as Architecture, Graphic Design, Curation, Consultancy, Research, etc.

Dancing, acting, singing, musical instruments, painting, sculpture including their histories with concentration on periods, styles people and so on.

Astronomy/Astrophysics

Knowledge and application of stellar and solar dynamics, evolutions, planetary ballistics, galactic cartography and the Universe at large including methods, techniques, personalities and so on. The ability to dead-reckon time, position, course and speed amongst other tricks.

Biology (s)

The study of life in all its forms. From Field Biologists and specialists of all kinds to synthetic biology.

Biochemists combine Biology and Chemistry or apply half skill rating of one to the other.

Botany

Encompassing all forms of botanical studies, including structures, habitats, micro and nano-biological life. Botany allows characters to detect and determine dangerous Flora on a strange new world. Gives 1/4 bonus to Chemistry.

Bribery

The art of greasing palms to get what one wants. Used in combination with other skills, such as needed in acquiring 'dirt'. Also good for extortion rackets.

Burglary

The ability to use and to counter equipment and techniques for breaking into a secure object or place quietly and undetected.

Carousing

The fine art of bar-hopping and chasing each other around. Average with END to see how well they held their Saurian Brandy. Average with CHA to solicit friendly interactions with others.

Chemistry

Analysis, synthesis, production and related tasks, including pharmacology and industrial purposes. 1/4 applies to related fields such as biology, botany, etc.

Combat H-T-H

Hand-to-Hand combat of every sort, from boxing to all forms of martial arts.

Every 20pts of skill gives +1pt to every die of damage done. 96+ may round to 100 for these purposes.

Combat, Marksmanship Modern

Covers all modern energy weaponry currently known to exist. It is averaged with DEX to determine a "To-Hit" score. For exotic or unfamiliar weapons, use 1/2 skill until familiar, consult GM.

Combat -Armed (s)

From bottles to maces, swords and pool sticks. You must specify a general study (club, sword, brawling, etc).

Knowledge of one gives use of all in a category. Every 20pts of skill allows a Damage Bonus of +1pt per die (96+ rounds to 100).

Combat, Marksmanship Archaic (s)

Use of old and ancient ballistic based weapons, including bow and arrow. Specify pistol, smg, mg, and so on.

Computer Operation

The ability to get information you want out of a system. A save is used to ask the right questions, collate obscure data (even though an expert may be needed to interpret the data).

Computer Technology

The ability to build, repair, maintain and generally take care of a computer system. Whether it's a replicator on the fritz or the ship's mainframe.

Culture (s)

An overview of the art, philosophy, values and forces that shape a society.

A player automatically has a 75 in their own culture and 60 in Federation culture. Culture's can be specific (Martian Colonies) or vague (Klingon Empire).

All cultures must be current. Dead cultures are for Anthropologists.

Damage Control Procedures

All the protocols and procedures to follow under emergency situations on board a ship. From the use of emergency equipment, to seal a bulkhead to shutting down a containment leak. It also includes the organization and direction of D.C. parties.

Deflector Shield Technology

Repair and maintenance of the shield generators and deflector grids. This skill also covers Tractor/Pressor Beam technology and force fields in general.

A successful roll during Starship combat can get more energy out of the shields than is normally possible.

Demolitions

The ability to place, arm, disarm and handle demolition charges of all sorts as well as knowledge of various materials, structures and their weaknesses. Architecture or Material Sciences would add 20% skill bonus.

Disguise

The ability to pass as someone else. Lower skills allow you to look like a type of person. Higher skills allow you to look like a specific person, down to vocal characterizations. Keep in mind any disguise quickly falls apart in the face of modern technology and techniques.

Actors, comedians and impressionists benefit from this skill with a 20% bonus.

Ecology

The study of the interaction of lifeforms in a given environment. The skill is useful for determining how foreign elements will affect natural environs.

Electronics

A general skill that covers all electronics work, wires, optics or neural interfacing. If it's powered, Electronics covers it.

This skill applies at 1/2 in place of Small Equipment Tech or Computer Tech for the repair personal equipment, tricorders and similar devices. Skill applies at 1/4 in place of Personal Weapon Tech.

Enviosuit Operation

The ability to don, operate and maintain an enviosuit in a hostile environment.

Enviosuits cover a range of dressings from simple coverings to full vacsuits or deep dive suits. Coupling this skill with Variable-G Operations allows the character to operate in space.

Federation History

The history, structure and operations of the UFP, it's members and Starfleet. This includes dates, people and places.

● Federation Law

The rules and regulations governing the UFP and Starfleet. From Galactic

Treaties to local member laws as they pertain to the Federation.

Forgery

The ability to create false documents of all sorts. Specialization is possible based on medium, form or even location. You may create brilliant false ID's on Beta Carinii, but over in the Vega system your work is amateur.

You can also specialize in issuer of documents such as the Federation or smaller groups within that body. Selling false patents from a local planetary bureau of patents, for example.

Gaming

Knowledge and experience at games of skill and chance of all kinds.

Gambling

The ability to know and figure odds and then wager stakes on them.

Geology

The study of rocks, minerals, tectonics, volcanology and core dynamics. Used for detecting harmful/useful ores and deposits or predicting earthquakes and other dangers.

Heavy Weapons OP/Tech

The ability maintain, target, fire and operate modern heavy weapons such as installations and field deployed point defense along border planets.

1/2 skill applies to old-tech variants that are chemically based as opposed to modern energy systems (including stun fields, vehicle mounted laser and phaser weaponry, etc.).

History (s)

The study of a people, society of any size over time with notable dates, names and events. Can be specific to as small as a tribe over the course of a century to as large as a planetary society over thousands of years; or even cover topics such as migration patterns of the species or other expressions of a populace or specific trends over time.

Holotechnology

Relates to the technical side of creation, maintenance and repair of holotech devices. Depending on your era, you may or may not have access to this skill.

Instruction

This skill is used to teach another character a secondary skill. The teacher may teach any skill the teacher knows up to whichever is lower; the Instruction or the taught skill, minus 20%

Interrogation

The ability to get information out of a subject through force or other methods. Medicine or Psychology gives the Interrogator a bonus of 20% of that skill's level to the interrogation roll.

Intimidate

Whether physical, financial or any other means, the ability to bully or coerce others to do your bidding.

Language (s)

Both written and spoken aspects of the language chosen. Includes cryptography, cyphers and related fields. A character has an 80 in their native tongue and can speak/write Galacta at 70.

Law (s)

Local, planetary, intra-galactic, from large to small and from here to there, there is a legal specialty to cover it. Specify yours.

Leadership

Averaged with CHA to get an ability. Saves are made to sway a crowd or to lead people other than those you are used to, but is also used one-to-one when dealing with subordinates.

Life Support Technology

Repair and maintenance of life support equipment both on board ship and landing party equipment such as Enviosuits, Pressure tents and Life bubbles.

Materials Science

Knowledge of the inherent structure of objects, their strengths, weaknesses and

how best to defend or attack them, including thermal, pressure loading, etc.

Mechanics

The general skill covers all mechanical devices. Rolls would be made to repair and modify a vehicle, un-jam a door or to jury rig an emergency airlock.

Medicine (s)

The skill covers the administration and prescription of drugs, surgical techniques, equipment and other doctorly generalities.

Although a separate rating is required for every species, 1/2 skill can apply to similar biologies as judged by the GM via "Xeno" medicine. Applies 1/2 skill to similar species and 1/4 to dissimilar.

Includes specialty fields such as Genetics, Pathology, Pharmacology, Research and so on.

Meteorology

The stuff of weather patterns and the effect that solar, lunar and other extra-terrestrial forces have on weather.

This skill is useful for detecting patterns over time, predicting the next few days of weather, intensity of storms and predicting how man-made forces will interact with natural patterns.

● Negotiation/Diplomacy

The skill includes common protocols and procedures and is averaged with CHA, when attempting to influence a small group such as a council or terrorists or an individual such as an Ambassador or maniac with phaser to your buddy' head.

Psychology skill gives a bonus of 20% of the Psych skill to this roll.

Oceanography

The study of bodies of water, currents, tides and the forces that affect them including lunar, geothermal and weather.

Personal Weapon Technology

The ability to maintain, repair and modify modern personal energy weapons. 1/2 skill counts towards alien tech.

Philosophy (s)

The study of philosophies and their practices, lineages, similarities, differences, including religions associated with particular thought values.

Physics

The laws of motion, thermodynamics, nuclear, atomic, quantum, warp and theoretical. This isn't Sir Isaac's physics anymore.

Psychology (s)

As with Medicine, 1/2 skill rating may apply to non-familiar species. A rating of 40 is required to practice legally. A 30 allows the use of a Psychotricorder and other mind-sensing devices.

Scrounge

The ability to gather what you need from what you can find at hand to do what you've got to do.

Seduction

The ability to seduce another and to possibly get or plant information in or out of them as well while at it.

Shuttle Pilot

This skill covers the piloting and navigation of small craft up to 5,000 tons. A rating of 10 is minimum to operate a shuttle under the safest of conditions.

Shuttle System Technology

The necessary skills to support and repair both standard and special purpose shuttle craft, excepting warp technology.

Small Equipment Technology

Ability to modify, repair and maintain small hand-held equipment such as found on most landing parties. 1/2 this skill applies to modern weapon repairs.

Small Unit Tactics

Knowledge of military or police tactics used in small skirmishes or raids.

Rolls would be made for detecting ambushes, snares, the setting thereof, selecting and building effective defenses and commanding/defending boarding parties.

Sports (s)

Knowledge of the rules, tactics and the ability to play a sport. Sports includes any game based on physical prowess. Separate levels are kept for each sport. Skill in one may count for 1/2 rating in another similar sport.

Starship Combat/Tactics, Strategy

Knowledge and experience in commanding a space battle. Character is familiar with great space commanders, battles and the maneuvers used throughout history as well as modern doctrine and that of the enemies.

● Starship Communications Procedures

Knowledge of the frequencies, power ratings, modulations and their proper usage, plus codes and anything having to do with the transmission and reception of communications internally or externally.

Starship Communications Technology

Repair, maintenance and modifications of and to modern and old-style radio communications equipment. Repair of certain satellites, probes and buoys. 1/2 skill used for archaic or alien equipment.

● Starship Engineering

Knowledge of the construction and design of starships. Including stress factors, bulkheads, hard points, hull repair, etc.

Rolls are made to re-route power from different systems and other non-specific engineering functions and workarounds.

● Starship Helm

The ability to pilot a starship. Skill with the controls for warp, impulse and maneuvering thrusters. Knowledge of gravimetrics and warp dynamics as applied to maneuvering.

● Starship Navigation

The mapping and plotting of interstellar courses through normal and warp space. Intercept courses, determining ETA's and maneuvers.

● Starship Security

Knowledge of Security procedures aboard a starship including alert status, repelling boarding parties, the controlling and confinement of prisoners and supplying protection to VIP passengers amongst various other duties.

● Starship Sensors

The operation and repair of starship sensor banks. Detecting of information about a landing site, locating people or phenomenon and other information.

The sensors give raw data which is dependent on the skilled observer to interpret and draw conclusions.

● Starship Services

This covers all other ship duties including food, laundry, clerical and other administrative duties such as ships' inventory, supply and requisition requests.

Starship Weapons Operation

The ability to target and fire ship-based weaponry and similar armaments.

Starship Weapons Technology

The ability repair, maintain and modify a ship's and similar weapon systems.

Stealth/Hide

The ability to move undetected by an observer, to blend with surroundings and remain quiet, motionless and still for extended times. Ability to hide objects from casual scrutiny.

Streetwise

The ability to move in the backrooms and alleys of place. Whether in port, on ship or planet, whether it's information or contraband or anything else that's simply difficult to get -you know where it is, who has it and what they might want in exchange.

Survival (s)

The ability to live for extended periods of time under extreme conditions without supplies. The areas of specialization are: URBAN, TEMPERATE, ARCTIC, DESERT, and TROPICAL. 1/2 rating applies to any other survival expect Urban.

Track/Evade

The ability to follow a trail though various terrains and to notice attempts to

foil the tracker. Conversely, the ability to obscure tracks and evade pursuit.

Trade, Commerce and Economics

The ability and experience to sell and buy commodities on an open market. Rolls are made to improve prices or the amount of goods that can be moved at a determined price.

Transporter Operation

As detailed in the Skills example, the ability to locate, lock on and operate Transporter systems.

Transporter Technology

The repair and maintenance of Transporter equipment and related systems.

Trivia (s)

A catch-all category dealing with anything not especially covered by any other skills.

Categories should be well-defined. For example 'Literature' is too vague, better is 'Andorian Literature' and best is a period, style or authors. Also includes hobbies not covered by another skill, such as Art.

Variable-G Operations

Training in how to operate in an unfamiliar gravitational environ. 1g is the standard for humans and Starfleet generally.

Typically this skill is used in outerspace, but can also be useful in heavier gravity planets by helping one control their breathing and other techniques.

Vehicle Operation (s)

The ability to operate a personal transport vehicle. Specialization is required in one of the following categories: GRAV, AIR, WHEELED, TRACKED, HEAVY, WATER, SUBMARINE and ARCHAIC.

Warp Drive Technology

The design, building, repair and maintenance of warp drive and all related systems. Knowledge of formulae, theories and emergency procedures.

Zoology

The study of animals of all sorts. This includes their behaviors, physiologies, diets, classifications and all other aspects of animal life.

Species: Andorians

World Log: ANDOR

System Data

System Name: Epsilon Indi
Map Coordinates: 1.82N 2.22W

Number Of Class M Present: 2

Planetary Data

Position In System: VIII
Number Of Satellites: 3
Planetary Gravity: 1.2G
Planetary Size
Diameter: 18,000 km
Equatorial Circumference: 56,500 km
Total Surface Area: 1,018,000,000 sq km
Percent Land Mass: 80%
Total Land Mass: 814,000,000 sq km

Planetary Conditions

Length Of Day: 21 hrs
Atmospheric Density: Thin
General Climate: Cold

Mineral Content

Normal Metals: 40%
Radioactives: 20%
Gemstones: 10%
Industrial Crystals: Trace
Special Minerals: Trace

Cultural Data

Dominant Life Form: Andorian
Technological/ Sociopolitical Index: 999997-88
Planetary Trade Profile: AFGEABE/D(C)

Physically, Andorians are blue-skinned humanoids with white hair and a pair of knobbed antennae extending from the sides of the crown of the head. Their slim builds conceal a well-muscled warrior's body.

Andorian history is one of conflict, though like the Romulans who are foes of the Federation, they do not battle without reason. The martial spirit is still alive in Andorian culture. Andorians are a stoic, unsentimental people for the most part, but they do respect and revere ties of family.

The Andorian antennae are sensitive organs of hearing—more sensitive in some ranges than those of humans or Vulcans. (However, they are also more vulnerable and exposed.)

Andorians are fond of technology, but insist on its use in concert with nature. For this reason, their wars of conquest in early Andorian history were fought with a regard for planetary environment. As such, they avoided much of the ecological devastation suffered by Earth humans and many other cultures.

Andorians are extremely disciplined, and possess a strong sense of duty and personal honor. As such, they make excellent military officers.



PLANETARY DESCRIPTION

Andor is a comparatively high-G world, gravity being 17 percent over the Terran 1G. Additionally, the planet's atmosphere is thinner than the atmosphere of Earth, usually 590 mm of mercury, compared to the Terran normal of 760 mm at sea level. Thus, Andorians have much better lung capacity than the typical Human, and can work and fight more efficiently in thin atmosphere.

RACIAL DESCRIPTION

The blue skin, pure white hair, and prominent antennae of the Andorians are well-known throughout the Federation. Their blue hue is the result of a high concentration of cobalt in the hemoglobin of their red corpuscles. The antennae are remarkably sensitive sensory organs, giving the Andorians sonar detection abilities similar to those of Terran bats. Because of these organs, it is very difficult to sneak up on or to elude an Andorian—even in total darkness. A less desirable characteristic of the Andorian antennae is their sensitivity to pain. Being hit in the antennae gives the Andorian as much pain as a Human male experiences when struck in the groin. Andorians in Star Fleet are normally issued extra protection for their antennae, and Andorian marine personnel wear specially designed combat helmets. Though allowing the antennae to protrude through the top, the helmet offers them as much armor protection as the rest of the head.

As a rule, Andorians are stronger and hardier than most races except Vulcans. This is a result of Andor's greater gravity, harsher climate, and thin air.

Few attributes of the race have caused more misunderstanding than the famed Andorian temper. This is because Andorians usually exhibit tempers only when temperatures are soaring. Normally, Andorians are cool, logical thinkers who act only when logic deems it rational to do so. However, it is easy to overlook the depth of emotion that an Andorian not only feels but can also express. It is a mistake to think of an Andorian as a blue-skinned Vulcan. Even at cool temperatures, it is possible to rile an Andorian so much that he abandons his logic for his more violent roots.

Although Andorians are stoic and largely unsentimental, they do respect and revere family ties. To insult an Andorian's clan is to insult him and his entire race. Those who do so, either deliberately or inadvertently, will discover just how dangerously crafty an Andorian can be.

Andorian clan relationships and the tendency of clans to specialize in one profession are very similar to Gorn practices. Perhaps this is why almost half the negotiation team at the Clanhaven conference between the Federation and the Gorn Alliance are Andorians. The most prestigious Andorian clan is the Clan of Combat, which handles nearly all the military operations of Andor, including ship construction and arms shipments. The Controllers Clan, another influential clan, is responsible for controlling the weather on Andor, Andorian colony worlds, and other customers.

RACIAL HISTORY

The Andorians are believed to have originated in the glaciers and ice fields of the southern polar continent on Andor. Because they developed in cold climes, the Andorians are endothermic to a degree and have trouble keeping their body temperatures at 57° C. when in temperatures of 44° C. and higher. Exposure to higher temperatures affects the Andorians' minds, causing them to lose their logical thought processes and, instead, become cunningly violent.

It was the migration of early Andorian tribal clans into the more temperate northern latitudes that caused the race to become violently emotional—yet efficient—warriors. In the warmer northern regions of the planet, the Andorians found an abundance of food and learned the rudiments of agriculture. However, as the summer heat affected them, the clans became more warlike and fought each other for land and food, even though there was plenty for all. Hungry for war, the northern tribes moved south to fight those tribes in the polar region. Fortunately, the cooler climates curbed the violent tendencies of the Andorian invaders, allowing both sides to work out logical solutions to their differences.

To defend against the inevitable invasions from the north, the Andorians in the polar regions founded Cities of Refuge. In these cities, hotheads who had murdered someone could seek protection from avenging relatives—provided he joined the city's defense force for the next ten years. The Cities of Refuge protected the southern Andorians, and allowed them to develop advanced technology. Their first project was to reduce the variability in their own climate and thus diminish the tendency of cool-headed Andorians to become violent 'hotheads'. (It is interesting to note that the terms "cooler heads" and "hotheads", used so much in discussing Andorians, were actually the direct translations of Andorian terms.) Their success at climate control provided the impetus to unite the various tribes under one rule.

The Andorian race predates Humanity by about 3,000 years. The planet Andor is covered with ice and snow except at its equator, where surface temperatures can reach 50° C. The large polar regions experience temperatures ranging from -20° to -45° C. Andorians are partially endothermic beings who have difficulty functioning in warmer climates. They are immediately recognizable by their bluish skin and pure white hair. The former is due to the presence of high levels of cobalt in Andorian blood. In addition, Andorians have antennae that serve as sensory organs, much like the sensory apparatus of the Terran bat.

Theories about Andorian prehistory speculate that small, nomadic, tribal groups originated in the polar regions. With the development of agriculture and cities, Andorians acquired a highly developed sense of territoriality. This, combined with a biological aggressiveness in warmer summer periods, led to organized warfare and the first nation-states. Eventual advances in technology led to the first practical system of planet-wide climate control, which was the decisive factor in establishing a permanent civilization on Andor.

Although they managed to deflect their aggressiveness before destroying themselves, the Andorian race still required an outlet for their natural ferocity. The first successful manned efforts at interstellar flight provided this release approximately 50 years before Humans made similar attempts. A period of eager expansionism followed, fueled in part by overpopulation that occurred for the first time in Andorian history.

The result of this space exploration was the establishment of the Andorian Empire, approximately 75 years before the formation of the United Federation of Planets. It was this collection of 13 inhabited worlds that bore the brunt of the Vegan Tyranny as that race tried to reestablish galactic dominion.

For all its wilful aggressiveness, the Andorian civilization has much to offer fellow beings. For example, Andorian philosophy has produced a unique form of symbolic logic that recognizes the intrinsic value of emotions. Other Andorian contributions include noteworthy studies in con-

trolling mental illnesses, some of the Federation's finest architecture, and excellent shipbuilding designs. Though ready for a fight at a moment's notice, the typical Andorian is as eager to build and create as he is to damage and destroy.

The Andorians are one of the few races to have developed warp drive on their own. Before they encountered the Humans, they had established the Andorian Star Clan, an interstellar empire consisting of 13 planets. First contact with Humans did not proceed well, and ended with the Andorians opening fire on the Terran exploratory vessel. Luckily, before the Terran alliance could gear up for war with the Andorian Star Clan, Andor received a Vulcan peace mission. As the Andorians are themselves creatures of logic, the Vulcans were well-received. The ensuing talks averted war between Andor and Terra, and Andor joined the Terran alliance, a logical move in the best interests of all concerned. (Her former subject worlds became Andorian protectorates.) When the Articles of Federation were signed at the first Babel Conference, Andor was one of the five original signatories.

PLACE IN THE FEDERATION

Although the Andorians have matured as a race, the martial spirit is still very strong throughout their culture. Extremely disciplined and possessing a strong sense of duty and honor, Andorians make excellent military officers. In fact, a high proportion of all Federation military personnel (including officers of top rank) are Andorian. Andorians served diligently during both the Romulan War and the Four Years War, distinguishing themselves with their sacrifice and devotion to duty. More medals for distinguished service during wartime have been awarded to Andorians than to any other Federation race. Sadly, not a few of those were awarded posthumously. One of the two combat decorations unique to the Star Fleet Marines, the Heart of S'lem-loh, was named after an Andorian who was the first Star Fleet Marine ever killed in action.

In addition to its place in Federation military history, Andor is renowned for its achievements in weather control. Andorians were the first race to develop climate control on a planet-wide scale, and all their colony worlds are either frigid ice-balls or climate-controlled planets. Whenever a world's leaders wish to control their weather, they usually call in Andorian experts.

One of the greatest smears to Andorian honor is the existence of the Warriors of Andor. The Warriors are an anti-Federation terrorist group that developed from an Andorian clan that refused to accept Andor's 'surrender' to the Terran alliance and, later, the Federation. The Warriors became outlaws, working to bring down Andor's ruling clan and to dissolve Andorian ties to the Federation. After an unsuccessful coup, Andorian authorities captured most of the Warriors, but some managed to escape offplanet. In the years since, these renegade Andorians have organized and maintained one of the bloodiest terrorist outfits operating in Federation space. Still known as the Warriors of Andor (to the disgust of all honorable Andorians) the terrorists conduct numerous bombings, assassinations, and kidnappings throughout the Federation annually. Star Fleet Intelligence considers the Warriors of Andor to be among their top ten public enemies, and has conducted several missions to discover the whereabouts of these terrorists. However, if the Andorian Clan of Combat manages to locate the Warriors first, it is certain that the terrorists will never make it to trial.

Species: Caitians

World Log: CAIT

System Data

System Name:	Caitia
Map Coordinates:	1.80N 2.16 E
Number Of Class M Present:	1
Planetary Data	
Position In System:	IV
Number Of Satellites:	2
Planetary Gravity:	1.25g
Planetary Size	
Diameter:	10,100 km
Equatorial Circumference:	31,730 km
Total Surface Area:	320,500,000 sq km
Percent Land Mass:	50%
Total Land Area:	160,250,000 sq km
Planetary Conditions	
Length Of Day:	27 hrs
Atmospheric Density:	Thick
General Climate:	Tropical
Mineral Content	
Normal Metals:	40%
Radioactives:	20%
Gemstones:	20%
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	
Dominant Life Form:	Caitian
Technological/	
Sociopolitical Index:	887865-76
Planetary Trade Profile:	BEFCDEG/B (C)

This race walks erect as bipeds, but they are descended from creatures similar in some respects to Earth felines. They possess sleek bodies covered with soft fur, which also covers their faces and hangs about the head like a mane. They have large golden eyes, long tails, and voices with a purring quality.

Caitians are extremely dexterous and fast. Their ancestors were hunting carnivores, but a large portion of the Caitian population is now vegetarian! They have acute senses of sight and smell.

Caitians practice total equality of the sexes, and have throughout recorded history. Even Caitian names have no gender indicated, so a male child is as likely to be named after his mother as after his father.

One of the newer non-humanoid races to join the Federation, the Caitians evolved from creatures resembling Terran felines rather than from primates. Caitians generally range from two to three meters in height and have tan to reddish-tan fur and manipulative forepaws. The adult Caitian voice resembles the purring of a Terran cat. Despite their striking similarity to Earth predators, most Caitians are not carnivorous, preferring instead a balanced and nutritious vegetarian diet. Caitian culture emphasizes the love of beauty and personal loyalty. This is due to the interlocking individual and clan relationships underlying their culture. Indeed, Caitians prize loyalty in themselves and others above all other considerations.

PLANETARY DESCRIPTION

Slightly smaller than the average Class M planet, Cait is a warm, tropical world of thick, lush jungle, sunny, grassy plains, and wide, sandy beaches. Its thick atmosphere is perfumed with the scent of the dense jungle. Though hot and sunny, frequent breezes sweep its shores and plains. The planet's climate is inviting to most life forms, and Cait has become a popular tourist stop (except during its short rainy season). The abundance and variety of plant and animal life have kept Caitian zoologists and botanists busy for centuries, and offplanet scientists find Caitian ecology a complex and fascinating topic.

RACIAL DESCRIPTION

Caitians are upright, bipedal beings with manipulative hands, who are descended from a felinoid life form. Their feline ancestry shows in their facial structure, the fur covering their bodies, and their voices, which resemble the purring of Terran felines.

Caitians stand two to three meters tall, slightly larger than the average humanoid. However, they are more agile and dexterous than their size would suggest. Having evolved on a hospitable world, they are not as hardy as many other life forms, and thus susceptible to many diseases on other planets. Fortunately, Caitian medicine is advanced enough to cope with many of the virological problems resulting from interplanetary travel.

Caitians are primarily noted for their loyalty. Their society is centered around large clans, and clan members are related by a set of connections that are basic knowledge for a Caitian and a hopeless, incomprehensible tangle for anyone else. To a Caitian, clans are an extension of self, and they depend on their members as much as their members depend on their right arms. Clan members treat members of other clans (and other races) as important beings with equal claim to their world and its resources, but do not rely on them as much as they do on their clan.

Unlike many other clan-oriented cultures, Caitian clans do not specialize in separate areas. They encourage wide diversity within the clan so that whenever a clan member needs a service or item, someone in the clan can help him. Different fields and businesses contain members of as many different clans as possible so that no one clan has control of that field.

Caitians practice monogamous, lifelong marriages. A couple usually has two or three *brre'l* ("litters") of up to four children. Children of the same *brre'l*, known as *brrel'mar*, are exceptionally close, and the clan usually separates them in schooling and activities, which prevents them from developing a disproportionate dependence on each other. Each clan member shares the responsibility of childrearing.

Caitians do not differentiate between sexes in activities or social standing, striving to be egalitarian in every respect. They provide the elderly with special treatment, but do not consider this any more than a tribute to their elders' wisdom and experience. As the saying has it, "Old age is a power all may achieve."

Because Caitians inhabit a planet where the living is easy, they can set aside concerns about survival and concentrate on the finer things in life. Their culture has a deep appreciation for beauty, which is expressed in many ways: study and contemplation of nature, producing works of art that mirror nature, and, most commonly, surrounding themselves with beauty and comfort.

Species: Caitians

Some clans practice monastic, contemplative approaches to life, preferring the detailed appreciation of one flower to the overwhelming profusion of an entire jungle. However, most Caitians express their love of life and beauty by surrounding themselves with abundance. A comfortable, beautiful home is the desire of every Caitian. Home is the center of Caitian life, and a sign of acceptance by a Caitian is being invited to his house. Despite the large numbers of tourists who visit Cait, few have seen the inside of a Caitian house. Caitians are very territorial, and they react aggressively against any threats to their homes. Their cities are notably clean and well kept, as the fastidious Caitians cannot abide a damaged environment.

Although Caitians are slow to anger, they are fierce when enraged, and they have been known to hold grudges for generations. They do not like being angry because it is not a beautiful state, and the idea of war is unspeakably ugly to them. While they shun physical violence, they are capable of devious psychological games.

As Caitians are so interested in nature, and each other, their science has long emphasized planetary and medical sciences. They had not yet developed space travel when discovered by the Federation, as they had not "gotten around to it". Although some studied astronomy, Caitians consider the near at hand to have more interest.

Caitians are intrigued by the variety of life forms in the universe, and wish to study them all. Although their race has little psionic potential, they are particularly interested in the practice of psionics, as they never dreamed of such a thing.

Though interested in other life forms, Caitians are more interested in themselves, or (as they put it) in each other. Some races think that the Caitians look down on them, but Caitians are quick to state that they regard all races as equal. For their part, Caitians often feel that other races, particularly Humans, are patronizing toward them. As they find Caitians particularly attractive, Humans may be guilty of this, but not consciously.

RACIAL HISTORY

The lush jungles of Cait have produced a fascinating array of plant and animal life. As the feline ancestors of the Caitians evolved into an upright, intelligent species, they moved toward the clearings and beaches on the fringes of the jungle.

As these predators moved out of the jungle, they turned to the waters for food. Caitian civilization first developed as a fishing, seafaring race, clustered in settlements along the shore. However, they soon discovered that agriculture appealed to them more than the strenuous fishing life, and sailors became only figures of a semi-legendary past.

Caitians have few class distinctions (though they say that they have none.) One clan, the Vr'aun, are considered the rulers. The eldest member of the Vr'aun rules as *Agra'nn* (translated as either "King" or "Chairman") for three years, then passes the rule to the next eldest. In this system, the rulers have lived as regular working members of the society before taking office, and are respected for their experience and knowledge. The Caitians adore pomp and ritual, and enjoy having a coronation every three years. Retired *Agra'nn* are still highly respected members of the society, and reside in the *L'lura*, a combination palace-and-library, where Caitians may consult them on any social or philosophical questions.

Because of their society and sexual equality, and also because they are the only intelligent species on their planet, the Caitians have had no experience with prejudice and discrimination. Pleased with the variety of sapient beings in the universe, they treat all with respect until a race proves itself unworthy of such regard.

There is no history of organized warfare on Cait. As the planet is small and the Caitian population homogeneous, no cultural scisms have occurred. Nevertheless, there have been feuds between clans. Violence in these cases mostly takes the form of kidnapping, arson, and sabotage, as the Caitians have not developed weapons technology.

Caitians were delighted and overwhelmed when the Federation ship *USS Framingham* contacted them. Excited though unsurprised at the existence of others in the universe, they were eager to become part of the Federation. Cait was admitted to the Federation quicker than any other planet with a native, sapient life form.

PLACE IN THE FEDERATION

Caitians are often torn between their desire to explore the universe and their strong ties with home. Few Caitians have been willing to spend time away from home to serve the Federation, either as civilians or in Star Fleet. However, as more Caitians leave home, more will be willing to follow; knowing that there are friendly furry faces out there. The number of Caitians scattered through the galaxy is expected to increase exponentially in the coming years.

Even fewer Caitians choose to join Star Fleet, due to their pacifistic natures. Those who do usually serve in noncombat roles, such as the medical branch or communications. Caitians are prized members of Star Fleet, as they transfer their tenacious loyalty to their officers and fellow crew members.

Only a handful of Caitians can be found in Star Fleet Marines or the Security branch, as the violent activity of these positions is too much for Caitians to stomach. Starship combat is sufficiently abstract for them to handle, however, and some enjoy the sight of beams and missiles cutting through the darkness of space. These Caitians force themselves to ignore the unbeautiful results of a successful shot.

Caitian civilians serve the Federation mostly as scientists, as they have no patience with working in the bureaucracy. Many Caitians travel the galaxy as independent scholars, and some as traders. These often travel in starships packed with as many clan members as wish to come along, in an effort to ward off homesickness for the jungles and beautiful houses of Cait.



A Caitian may use their claws in Hand-To-Hand combat. Doing so adds 1d10/3 rd to Bare-Hand Damage rolls, plus STR and Skill bonuses.

However, whether the attack is successful or not, roll 1d10 and on a roll of 0, a claw has been ripped out, causing 1d10/2 rd in Wound Damage to the Caitian.

The Caitian then suffers a +10 on all H-T-H To-Hit rolls and cannot use that hand's claws until healed.

World Log: EDO

System Data

System Name:	Epsilon Minora
Map Coordinates:	0.15N 4.11W
Number Of Class M Present:	1
Planetary Data	
Position In System:	III
Number Of Satellites:	1
Planetary Gravity:	.85g
Planetary Size	
Diameter:	8,520 km
Equatorial Circumference:	26,850 km
Total Surface Area:	228 050,000 sq km
Percent Land Mass:	40%
Total Land Area:	91,000,000 km
Planetary Conditions	
Length Of Day:	22 hrs
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	50%
Radioactives:	Trace
Gemstones:	10%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Edoan
Technological/Sociopolitical Index:	766688-67
Planetary Trade Profile:	BBCBBBC/B (C)

PLANETARY DESCRIPTION

Edo supports few mountains and many cities, though none seem to be very large. Garden-like jungles dominate the planet, and few large animal species seem to exist. Edo itself is an industrial paradise; an abundance of metals on the surface of the world make manufacturing easy and quick.

RACIAL DESCRIPTION

Edoans are humanoid in appearance with light orange skin. Their most striking feature is their fully manipulative third arm, located in chest area, and their three legs. Their eyes are a darkened yellow that becomes lighter in bright light. Their bodies seem to lack any noticeable amount of body hair.

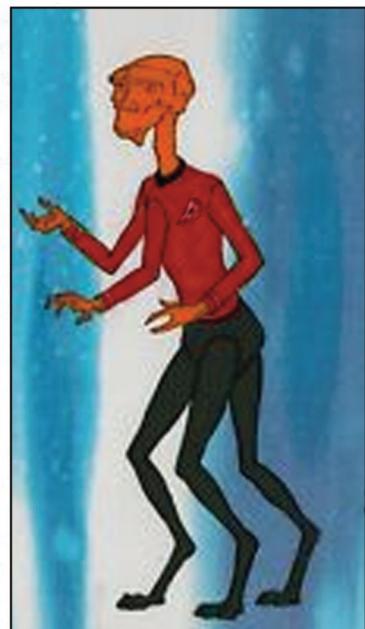
The most impressive feature of the Edoans is their fantastic skill as artisans. Their tripodal design gives them a much better sense of balance than other beings, and they seem to have a higher dexterity in manipulating objects. This ability allowed them to reach a tool-making level superior to that of the Federation. Today, Edoan tools are considered state-of-the-art Federation technology.

Edoans have little desire to go into space. With all their vast resources and skills, they prefer privacy over exploration. Those members of the culture with the urge to travel were called "shrvs" or the wanderers. Edoan society does not discourage such inclinations. Shrvs are considered 'different', but are free to follow whatever course they desire, as long as it does not interfere with the privacy of others.

The Edoans are a more recent addition to the Federation. They walk upright and have some resemblance to Humans, but are tripodal; possessing three arms and three legs. Their skin is orange and hairless. They have round yellow eyes and a concave structured head.

Edoans are among the best toolmakers in the Federation, due to their sensitive hands and great dexterity. They are meticulous about detail and make good scientists and technicians.

The Edoans are reserved and prize privacy. They tend to be shy and introverted, making few close attachments.



RACIAL HISTORY

Star Fleet discovered the planet Edo relatively early in the history of the Federation, but the admission of the planet to the Federation took many long years.

Initial surveys of the world in Stardate 0/9305 indicated an intelligent humanoid life form and civilization. As reports filtered in from the contact vessel *USS Cape Horn*, the Federation became anxious to make contact with the Edoans. Although scans showed signs of advanced communications, attempts to contact the leaders of Edo brought no response. Apparently, the Edoans were content to ignore the Federation.

After several long months of communications by voice only, the Edoan government finally granted ambassadors from the Federation the right to meet face to face with the Edoan ruling council, the Regency Prime. The Edoans were more than friendly toward the UFP diplomats, but had no strong interest in joining the Federation. They proved to be a very private people, expressing a strong desire to restrict any contact with the Federation to communication systems only. The Regency Prime agreed to limited trade with the Federation, but contact with Federation members was still going to be kept to a minimum.

The Federation Council had more than a passing interest in the Edoans, and wanted Edo admitted to the Federation as soon as possible. However, diplomats could find no way to rush the Regency Prime. The Edoan government meticulously weighed out each option and the outcome of each option before acting. Many Federation ambassadors that met with the Edoans were frustrated by these sorts of delays.

In Stardate 1/5003, the first of the shravs left to explore this open universe. The Federation saw this as a positive step toward membership, and these first explorers were

shuttled about at Star Fleet's expense. The shravs made frequent reports to the Regency Prime describing the different things they saw and experienced.

Finally, on Stardate 1/8001.01, the Regency Prime voted to join the United Federation of Planets. This decision came as a total surprise to the Federation Department of Interstellar Relations, which had nearly reached the point of considering Edoan admission a lost cause. The people of Edo opened up certain areas of their world to Federation travelers, and more shravs left Edo for Federation universities and colleges, including Star Fleet Academy.



PLACE IN THE FEDERATION

The Four Years War exposed Edoans to violence, a distasteful concept in Edoan society. Edo had not experienced warfare in many long centuries, and the conflict with the Klingon Empire discouraged many shravs from careers with Star Fleet. Although they constructed various tools that revolutionized Federation technology, Edoans refused to manufacture any sort of weaponry for the war effort. They did supply a great deal of manpower for the war, and many hundreds of Edoans left their cherished privacy to enter the ranks of Star Fleet in this time of need.

Sometimes incorrectly referred to as Saurians, the Edoans are a race of peaceful, sentient reptiles who have dedicated themselves to the fine arts of mathematics and wine production. Edo is a densely populated jungle planet that, paradoxically, produces some of the richest wine in the Federation. Many experts consider Edo's Saurian brandy to be among the finest vintages on the interstellar commodities exchange. Edoans have contributed significantly to specialized areas of mathematics such as sub-spacial geometry and four-dimensional calculus. Edoan scientists are noted for their accuracy and dedication. Within Star Fleet, Edoan navigators are second only to the Medusans in ability.

Izaran

The most fiercely independent of all Federation cultures, the Izarans are descendants of one of the joint Human-Centauran colonization efforts made in the early days of interstellar exploration. Today, Izar is a self-sustaining member of the Federation. Izarans prize personal liberties above all other social or political considerations. Though peaceful by nature, they are not above fighting for a just cause. Izar has produced some of the finest military leaders in Federation history.

Edoans have proven very loyal to the Federation. Indeed, they are considered prime candidates for command positions due to their calmness and loyalty even in the most difficult of situations. The Edoans' impressive agility allows them to master the helm or navigation stations of a ship easily, though many prefer to use their skills in the science and engineering areas.

The importance of privacy is one of the Edoan's fundamental beliefs. They will do almost anything to divert attention from themselves. Unfortunately, their outward appearance does not allow them to blend into a crowd. They rarely speak out publicly against an issue, but will quietly vote against it.

In the last 20 years or so, many of these seekers of privacy have left Edo to explore the Federation. Emigration has increased over the past decade at an alarming rate, and it is expected that the Regency Prime may soon limit the number of Edoans who can leave Edo.



Species: Humanity

World Log: TERRA

System Data

System Name:	Sol
Map Coordinates:	1.23N 2.79W
Number Of Class M Present:	5
Planetary Data	
Position In System:	3
Number Of Satellites:	1
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	9,845 km
Equatorial Circumference:	15,465 km
Total Surface Area:	304,517,000 sq km
Percent Land Mass:	60%
Total Land Area:	182,710,200 sq km
Planetary Conditions	
Length Of Day:	24 hrs
Atmospheric Density:	Terrestrial
General Climate:	Terrestrial
Mineral Content	
Normal Metals:	60%
Radioactives:	10%
Gemstones:	10%
Industrial Crystals:	10%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Human
Technological/Sociopolitical Index:	999999-88
Planetary Trade Profile:	DDDDDDDD/A(A)



Humanity is the most numerous sentient species in the Federation. Besides Earth-born humanity, there are also thousands of human colony worlds. On some of these worlds, particularly those long colonized, the human population has changed and evolved to better adapt to local conditions.

Besides Earth colonies, there are a number of civilizations with no known ties to Earth that have nevertheless produced native species identical to Earth humans in virtually all respects. Scientists have not answered the

questions this raises, nor have they explained why even some definitely non-human races (Vulcans and Klingons, to name only two) still bear so many resemblances to Humans.

It is believed by some scientists that all of these races are offshoots from some common space-travelling race in the distant past. This theory is not proven, however, and is widely disputed.

At any rate, all planetary cultures with basically Human physiology are considered as Human in this game, despite unimportant variations in height, weight, skin coloration, sensory enhancement, etc. Note also that not all "Human" cultures are part of the Federation. Thus "Humans" may turn up as a non-player or even an enemy race at times.

Remember that though Humans are basically the same physically, their motivations and backgrounds may be very different. Each character's personality and actions should be developed by the player based on the background he creates. A person who grew up on a small agricultural world will have a different point of view than one who grew up in the cities of Earth.

Terra

Originating on the planet Sol III (also known as Earth), Terran civilization has proven itself to be the technological and cultural leader of the original five Federation members. Humans prize this distinction highly and strive earnestly to maintain it. Actually a collection of racial groups rather than a single social entity, Humanity very nearly ceased to exist before it could develop space flight. With a long history of cultural aggression (which differs from the Andorian biological aggressiveness), Humans endured centuries of conflict over territory and natural resources, culminating in three global wars in its 20th century.

The last and most ruthless of the three, known as the Eugenics Wars, began when misguided scientists attempted to use genetic engineering to accomplish what political imperialism and social ideology had failed to achieve: the forceful imposition of world peace. The planet was nearly devastated by the generous use of nuclear weapons. The conflict ended at the close of the century with less than one-fourth of the planet's inhabitants left alive to count themselves as 'victors'.

From out of this mass extermination came the impetus for creating a representative world government. With this government came the need to form a stable social order that valued individual life above all other considerations. This social rebirth rekindled mankind's interest first in interplanetary and then in interstellar exploration. Humans developed a practical fusion-drive system in their early 21st century, and launched their first manned interstellar vessel, the *Icarus*, toward their nearest neighbor, Alpha Centauri. This resulted in the discovery of the Centauran civilization and the formal establishment of social/diplomatic relations between the two civilizations in 2059.

After the Federation was established, Terra became the primary economic and military contributor to the fledgling government. Terran representatives in Star Fleet Command led the exploration of new frontiers while Terran corporations collectively donated the largest economic share of any founding world to the Federation Treasury.

In addition, Terra coordinated the development of numerous colony worlds, which eventually became highly prosperous Federation members. When the Romulan War began, Terran volunteers made up the majority of the forces that served in the bloody conflict. Today, Terra continues to maintain its cultural, political, and scientific leadership in a Federation that exceeds 500 members.

Species: Humanity

Alpha Centauri

The origins of the Centauri race remain shrouded in mystery and speculation to the present day. Some Centauran scientists believe that the civilization of the Al Rijil system may not be native to their planet. In truth, the physiological characteristics of Centaurans and Humans are practically identical. Also, the ruins of early Centauran civilization mirror those along the Mediterranean basin on Terra during its fifth century B.C. Most important of all, no written records or oral traditions from Centauran history reach back more than 2,500 years. These facts have led scholars to suggest that the Centaurans may be transplanted Humans taken from Terra and 'seeded' on Alpha Centauri by the race of beings known as the Preservers.

Whatever the truth, Centauran civilization is one of the most advanced in the Federation, second only to Terra itself. It is a democratic civilization based on fundamental political principles similar to those of early Greece on Terra. Alpha Centauri's ordered climate provides an abundance of goods, which decreases the need for intercultural competition. Thus, the Centauran civilization developed a practical system of interplanetary travel that pre-dates Human efforts. Taking advantage of the solar winds from their three primary suns, the Centaurans invented an interplanetary solar-sail about the time that Terran civilization was experiencing its Industrial Revolution. (Centauran sun-jamming races remain a popular sport to this day.) By the time they made contact with the first emissaries from Earth, the Centaurans had already colonized a second Class M planet as well as several smaller satellites within their system.

The practical experience they gained in these colonization efforts led to the formation of the first representative form of interstellar government, the Alpha Centauri Concordium of Planets. This political confederation served as the model for what would later become the United Federation of Planets. Although Alpha Centauri is typically remembered as the birthplace of Zephram Cochrane, the celebrated inventor of the warp drive system, it is equally true that Centaurans provided the political impetus that led to the creation of the Federation.



Alpha Centaurans are mentioned here for their shared heritage with humanity-at-large. For a full write-up, see Book 3, Memory Bank Alpha.

There may be slight Attribute differences or physical variances or chemical oddities or incompatibilities, but otherwise humans is as humans are, all colors, shapes and sizes.

One thing is sure, Humans are the luckiest sons of a denebian slime devil you ever met. It's uncanny.



World Log: TELLAR

System Data

System Name:	61 Cygni
Map Coordinates:	1.49N 1.91W
Number Of Class M Present:	1

Planetary Data

Position In System:	V
Number Of Satellites:	3
Planetary Gravity:	1.25g
Planetary Size	
Diameter:	8,500 km
Equatorial Circumference:	26,700 km
Total Surface Area:	227,000,000 sq km
Percent Land Mass:	50%
Total Land Area:	113,500,000 sq km

Planetary Conditions

Length Of Day:	20 hrs
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate

Mineral Content

Normal Metals:	40%
Radioactives:	20%
Gemstones:	10%
Industrial Crystals:	20%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Tellarite
Technological/Sociopolitical Index:	998989-78
Planetary Trade Profile:	EAAGADG/A (A)

Tellarites are basically humanoid, but with a pinker skin tone than human caucasians (due to higher normal blood pressure). Tellarites have more facial and body hair than humans, with hair covering all but the frontal face and the hands. Such hair is not as thick as animal fur, but is more reminiscent of an extremely hairy person. Their home worlds have a thinner atmosphere than Earth, leading to their overdeveloped nasal openings, which have been unkindly compared to the snouts of Earth swine. (Tellarites take immediate and strong offense to such comparisons!) Members of the Tellarite race are racially suspicious, argumentative and brash, at least by Human standards. Those who trust too much or give in too easily are considered weak fools in Tellarite society. Tellarites, needless to say, make poor diplomats. They enjoy a good argument, and a merchant's bazaar on a Tellarite world is a very lively place, indeed!

Tellarites are fond of food and drink – and lots of it. Fortunately, alcohol has little adverse effect on them. (It only makes them more stubborn). Nevertheless, they are capable of going twice as long without food or water as the average human, since they carry an extra abdominal roll of fatty tissue. This abdominal tissue makes them look portly, but such is natural for a Tellarite, and they can, in extreme cases, live off this fatty deposit for quite a while. Generally, though, they'd rather not skip a meal.

PLANETARY DESCRIPTION

Tellar is a warm, terrestrial world about half the size of Terra. It has few mountain ranges and deserts, as most of the land is covered with either swamps or plains. Though 50 percent of Tellar's surface is covered with water, there are only two medium-sized oceans. The majority of the water is contained in the numerous fresh-water lakes and streams

RACIAL DESCRIPTION

The inhabitants of Tellar seem to have acquired an unspoken stigma from other worlds in the Federation. Such phrases as "stubborn as a Tellarite" or "pig-snouted argumenter" have often been used to describe Tellar's inhabitants. However, those who look beyond the surface aspects of the Tellarite race have found that they possess noble and praiseworthy attributes.

Being argumentative is natural to a Tellarite, and they cannot understand why other intelligent races do not enjoy it as much as they do. Other races take offense while arguing with Tellarites because Tellarites are adept at finding the weak point in their opponents' arguments, thus showing that their point of view is the soundest.

Tellarites are very honorable beings, but few can appreciate their honor. This honor stems from a respect for truth, but only a truth that can be defended in open debate. A Tellarite believes that truth is on the side of the being who argues his point better. A Tellarite will always carry out his promises, but he must be nailed down on every detail, as Tellarites have a talent for finding loopholes in almost every agreement. Outright deceit is one of the few taboos in Tellarite society. Although Tellarites never lie, they only tell their own form of the truth.

Tellarite scientific endeavors are performed with a dedication few other races can match. This dedication sometimes borders on the obsessive—some Tellarite scientists have been known to immolate themselves after a particularly disappointing failure. Although not understood by other races of the Federation, this attitude has helped the Tellarite race to expand the limits of Federation knowledge.

Even today, few outsiders know much about Tellarite society. Family groups are rarely seen in public, females and children are normally kept secluded in Family Compounds. Only rarely do Tellarite workers and merchants permit their family members to leave their home planet and accompany them into space. The public presence of a high-ranking Tellarite diplomat and his family is usually worthy of Federation Infonet coverage, and even then, only brief glimpses of the entourage are seen. Armed family retainers make no bones about keeping idle curiosity seekers at a distance. The Tellarite's protectiveness of his females and young seems to stem from some unusually strong ancestral urge to keep all predators away from the herd. As Tellarite society opens up to contact with other Federation races, this instinctive behavior may lessen.

RACIAL HISTORY

Tellarites descended from herd animals that roamed the wide, expansive, sun-baked plains of Tellar. The scarcity of water and food forced these bipedal, omnivorous beings to develop cunning ways of survival, which eventually evolved into real intelligence. Over the millennia, the leader of the Tellarites often had to defend his position not by trial of strength (as with most herd animals), but by the expression of his intellect through debate. Known to last for

several days, tests of intelligence ended when one participant accepted his opponents' reasoning, thereby allowing the herd to follow the victor.

Tellarites achieved a unified planetary government at about the time of the first Terran-Alpha Centauran contact. As they prefer to argue out their differences, Tellarites have experienced few wars. Only rarely do they come to blows, and murder is almost unknown on Tellar. Modern medicine and treatment usually cures those mentally disturbed inhabitants who have ever killed another Tellarite in anger. When treatment fails, Tellarites are usually sent to some offplanet institution, such as the Tellarite Mental Health Complex orbiting Gavoc VII, the penal colony on Tantulus V, and the asylum on Elba II.

PLACE IN THE FEDERATION

Ruling Mothers of Tellar encourage the race to devote themselves to productive pursuits. Tellarite firms that construct life support systems are very prosperous, as Tellar-designed components are typically more reliable and easier to operate than other manufacturers' units. Tellarite development of ato-elemental microcircuitry, which is tough enough to be installed in warp engines, has made Tellar the leader in engineering control mechanisms throughout the Federation.

Tellarite corporations manufactured most of the control circuitry in Terra's newly constructed Space Dock. Tellarite research into tissue regeneration and microlaser surgery has revolutionized Federation medicine over the past few years. The Ggramphud Histo-Cryogenics Corporation is the Federation's leader in the field of cryothermic (super-cold) medical treatment. Through their research, Tellarite doctors and scientists have made many drug therapy treatments obsolete, and cryothermic treatment is safer and more effective than many drugs used at Federation medical facilities.

Tellarites have settled over 50 worlds, mostly since they joined the Federation. These colonies appear to be governed by a system mirroring the one on Tellar.

Most of the worlds settled by Tellarites have few other Federation races on them, though the larger trading center planets have high numbers of non-Tellarites. Nearly 100 other Federation worlds have a Tellarite settlement on them. Most Tellarites fear that too much contact with outsiders will disintegrate their social structure, yet value the ideas and technology offered by those outsiders. This dilemma has been the Tellarite's most popular subject for argument during the last 50 years. Membership in the Federation has advanced Tellarite knowledge, but has also introduced 'dangerous' concepts, such as equality of the sexes.

There has been dissent among some Tellarite factions within the government concerning their future in the Federation. Some extremists have even begun splinter cultures of their own, ignoring the existence of the Federation entirely, and settling on distant planets, where they engage in smuggling, piracy, colonial raiding, and unlicensed mining against non-Tellarites, of course. The Ruling Mothers of Tellar have tried in vain to come to terms with these renegades, and the Tellarites will not allow other races to interfere with what they consider to be an internal problem. The acts of these splinter groups have increased tension between the Tellarite and Federation governments, and it is only a matter of time before Star Fleet steps in to halt these illegal operations.



Throughout the Federation, Tellarite participation is increasing. In addition to starships fully crewed by Tellarite personnel, Star Fleet has begun to integrate Tellarites into multi-racial crews on some of the finest research vessels and military starships. Their instinct for familial protection is decreasing to the point where some Tellarite females may soon begin training for various duties away from their family compounds and enclaves, perhaps even with Star Fleet itself. The general opinion in Tellarite society is that change is, indeed, inevitable. Although some Tellarites wish that they had never joined the Federation, most realize that secession from the Federation would inevitably mean the destruction of Tellarite society. Without the unity and the protection of the Federation behind it, the Tellarite sphere of influence would soon be overrun by independents, with no respect for the rights of Tellarites. There is little doubt that the Tellarites will continue to be a dependable and efficient member of the Federation, contributing more than most to its development. In fact, some Tellarites are as proud of the Federation as they are of their own homeworld.

The Tellarite civilization has the unique distinction of being the only subterranean culture ever to attain space flight. The Tellarites are the 'youngest' of the five founding members, having achieved cultural and social unification around the time of the first Human-Centauran contact. However, the Tellarites extended themselves farther and faster than any of their companion races. Motivated by hopes of locating new mineral resources, Tellarite traders were the first to discover the vast resources of the Orion Homeworlds and the first to begin trading with various Orion trading houses. The Tellarites' imperative for trade and barter stems from the need to deal with their twin problems of native overpopulation and a scarcity of mineral reserves within Tellar's home system.

The Tellarites' squat and hairy appearance adds much to their reputation for being pugnacious, quarrelsome, and generally ill-tempered. Although Tellarites possess a strong territorial sense, which extends to considerations of personal rights, they are no more quarrelsome or ill-mannered than any other sentient being conscious of his own planet's welfare. Socially, Tellarites are protective of their young and have a strong sense of family and extended social obligations. In addition, they have a distinct love of argument and conversation. Combined with their high intelligence, their enjoyment of risk-taking makes them natural diplomats, explorers, and gamblers.

Species: Vulcans

World Log: VULCAN

System Data

System Name: 40 Eridani
Map Coordinates: 0.09S 2.31W
Number Of Class M Present: 1

Planetary Data

Position In System: III
Number Of Satellites: 0
Planetary Gravity: 1.15g
Planetary Size
Diameter: 9,700 km
Equatorial Circumference: 14,500,000 km
Total Surface Area: 300,200,000 sq km
Percent Land Mass: 75%
Total Land Area: 225,150,000 sq km

Planetary Conditions

Length Of Day: 27 hrs
Atmospheric Density: Thin
General Climate: Warm Terrestrial

Mineral Content

Normal Metals: 50%
Radioactives: 20%
Gemstones: 15%
Industrial Crystals: Trace
Special Minerals: Trace

Cultural Data

Dominant Life Form: Vulcan
Technological/Sociopolitical Index: 999989-98
Planetary Trade Profile: FBECAEF/D(B)

Vulcans were the first alien species encountered by Humans that were significantly different in physiology and psychology from people of Earth. They are human-like in many respects, but in other ways they're totally different.

Vulcan (the home planet, as translated from their tongue) is a harsh world, dry and hot with higher gravity and a thicker atmosphere than Earth. These conditions affected the Vulcan physical development.

Vulcans are stronger than Humans, with more physical endurance. Their blood chemistry is based on copper (rather than iron) as a carrier of oxygen. This makes their blood greenish in color, and gives them a somewhat greenish-yellow complexion. Their eyes are protected from the harsh Vulcan winds and sand by a thin transparent membrane, much like a second eyelid.

Vulcan's culture is far older than Earth's own. In prehistory, Vulcans were tribal and warlike- as savage as early Humans, if not more so. Their savagery threatened to bring about their extinction through constant warfare.

Eventually the ancient Vulcan philosopher Surak turned the people of Vulcan away from violence by introducing a philosophy of rejection of emotional expression. Today's Vulcans refrain from expressing all emotions, letting logical thought and a rational decision-making process rule their lives.

A commonly held misconception among Humans is that Vulcans have no emotions. This is not true, but it is so widely believed that some Vulcans believe it themselves. Actually, Vulcans suppress emotional reactions, depending on mental discipline to keep emotions from affecting their

thinking and actions. This process is so ingrained in Vulcan tradition and society that it is almost automatic for Vulcan adults, even under great stress. In fact, the expression of emotion is considered to be in extremely bad taste in Vulcan society—only a barbarian or a mental defective would think of such a thing.

Interactions with other cultures, particularly Human, is slowly affecting Vulcan attitudes, especially among those often exposed to Human culture. Sophisticated, well-travelled Vulcans find Human emotional expression baffling and somewhat distasteful, but are able to live and work around Humans nevertheless. A less worldly individual might be horrified by open Human emotionalism. (If so, the Vulcan would of course never show his dismay. He or she might, however, avoid Human contact whenever possible.)

Vulcan logical development grew out of an avoidance of war. This wish to avoid war has affected their culture in other ways as well. Vulcans do not believe in killing other thinking life unless absolutely necessary. All Vulcans are vegetarians, finding the idea of killing animals for food repulsive. Some Vulcans are extreme pacifists, believing that there is never any reason to kill any living being, but all Vulcans will avoid killing except in the direst need. For this reason, Vulcan characters rarely carry arms, and will not use deadly force against another thinking beings except under direct order, or in the most extreme emergency.

The Vulcan pursuit of the logical ideal has led them to great accomplishment in both the sciences and arts. Intellectual pursuits come naturally to Vulcans.



Species: Vulcans

The Vulcan race predates the rise of Humanity by almost 10,000 years. Originating in the desert wastelands of a Class M planet in the Epsilon Eridani system, the Vulcan race is presently the second most widely represented race in the Federation. Their ancestors are presumed to have also been the forebears of the Romulan race.

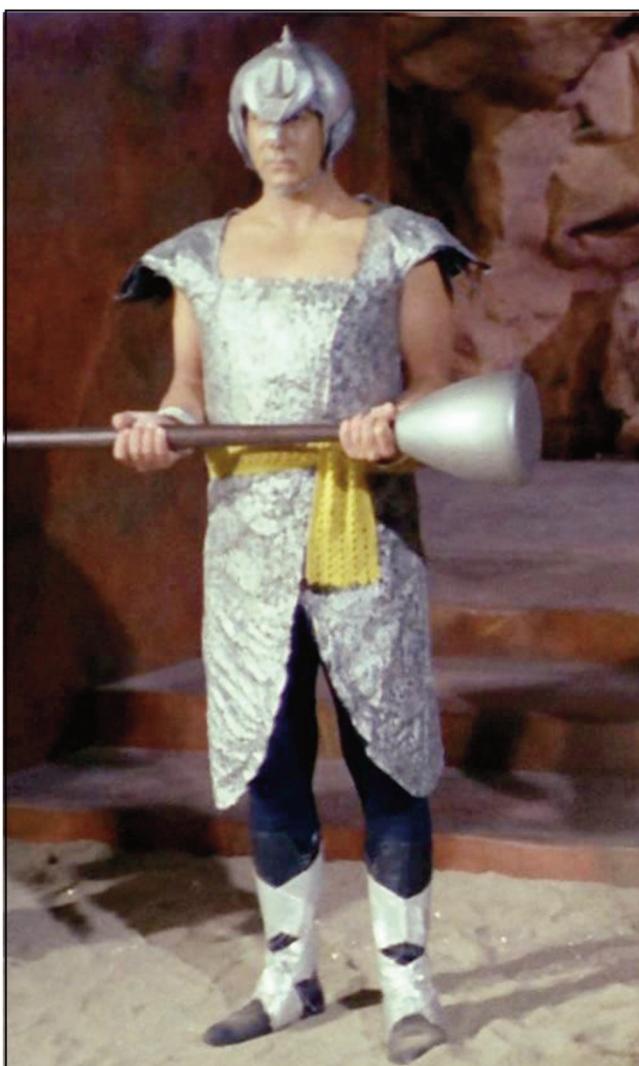
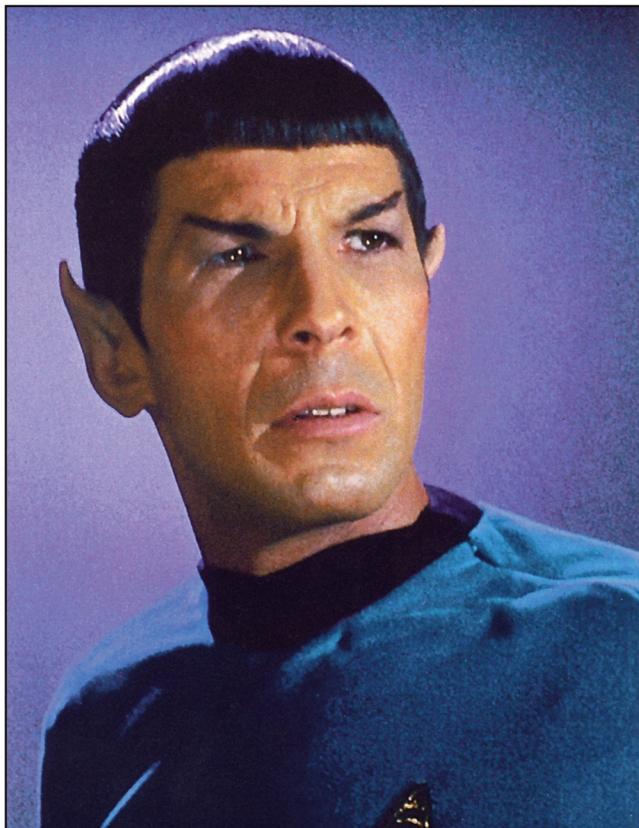
At one time, Vulcan society was violent, emotional, even savage in nature. Vulcans warred constantly for a period lasting almost 800 years. Then, several thousand years before the rise of classical civilization on Terra, rival power blocks on Vulcan faced the very real prospect of mutual extinction. At this juncture, the scientist-philosopher Surak boldly proposed a complete cultural restructuring of Vulcan society, with well-defined, ordered, ethical doctrines based on empirical logic replacing personal expression of emotions. As they had exhausted all other cultural options, the Vulcans completely reorganized their cultural system within two generations. Also during this period, Vulcan ceased to be ruled by a male-dominated elite and became the progressive matriarchy based on social equality that it is today.

Vulcans are physically easy to distinguish from other Humanoids, given their generally tall and slender appearance. They have arched eyebrows and delicately pointed ears that angle upwards. The latter are a result of evolution, but tend to give the average Vulcan a pronounced demonic air. Vulcans are physically stronger than their Human counterparts, though the Vulcan's lack of overt violence usually belies this attribute. This strength is due in part to the climate on Vulcan (which combines extreme heat as well as a thin atmosphere) and in part to the rigid conditioning every Vulcan endures from childhood on.

It is often mistakenly believed that Vulcans do not have feelings. Actually, Vulcans have always possessed the capacity for understanding and dealing with emotions, but they simply choose not to do so. Once the typical Vulcan child is deemed old enough, family, class, and social influences are geared toward the total suppression of emotion in the child. In reality, few Vulcans can ever completely divest themselves of emotional responses. As a case in point, consider that Vulcan philosophy has as yet failed to completely subordinate the recurring mating-cycle that each Vulcan must endure every seven years. During this period, the individual undergoes emotional and physiological imbalances, each contributing to a powerful mating drive. Only the few who have completed the grueling mental and physical requirements of the Kolinahr discipline have ever approached this ultimate goal. Though Vulcans living among other races may become somewhat emotional, such outbreaks would be socially unacceptable among other Vulcans.

However alien and artificial it may appear, the Vulcan philosophy of non-emotion has produced some of the finest scientists, scholars, mathematicians, military experts, politicians, and poets in Federation history. Whatever else one might say of this energetic, though emotionally controlled race of beings, credit must be given where it is due.

Psionic abilities, techniques and game mechanics for all species and circumstances are fully covered in **Book 2, Piece of the Action.**



VULCAN

The Planet, the People, and the Galaxy



Stardate Magazine / December, 1984

A brief background study by Guy W. McLimore, Jr.
(Excerpted and condensed from *The Vulcan Way*, Vol. 33,
Issue 11 of **TO BOLDLY GO...the UFP Journal of Space Exploration**)

There is no such thing as a complete, short description of Vulcan, the Vulcan people, and their contributions to galactic culture. To fully understand any of these would require volumes. (And, it is said, you'd still have to be a Vulcan yourself to digest and correlate the information...)

Even so, humanity cannot afford to be ignorant of the ways and customs of these, our closest galactic neighbors - so like us and yet so unlike. Their accomplishments, philosophies, indeed their very existence, have reshaped human lives ever since the day Human and Vulcan first crossed paths and Man discovered he was not alone. Indeed, Vulcan's civilization is older than our own, and they began leaving their mark on our galaxy long before we struggled free of the embrace of Mother Earth and sought the stars.

Earth's earliest interstellar travellers encountered a Vulcan colony world early on in our push into the Galaxy. This was a fortunate circumstance, indeed, as one might imagine the result if our first nonHuman contact had been with Klingons or Romulans! But the lucky accident of the proximity of the Vulcan home system of 40 Eridani to our own solar system, and Vulcan's early interstellar efforts, combined to make them our first interstellar contact.



Species: Vulcans

The 40 Eridani system of one large orange star and two dwarf companions created a very different environment from Earth's (though still in the broad classification "class M"). There are only two true planets in the 40 Eridani system, Vulcan and a rocky, airless world that is now home to a Vulcan naval base and scientific station. Both circle the giant primary. One of the dwarf stars is ringed (the only ringed star known) and with its companion, makes even the night sky of Vulcan spectacular indeed!

Vulcan is a slightly larger world than Earth, with gravity of about 1.4 G. Vulcan's proximity to its primary makes it a hot, dry world with a thin atmosphere. Temperatures hover about a mean of 140 degrees Fahrenheit at the Vulcan equator. Much of Vulcan is thus desert and rock, with great, craggy mountains dividing major land masses. The seas cover less than half the planet, and are soupy and heavy in copper salts. There is little sodium chloride (normal salt, as in Earth's oceans) on the planet at all, so Vulcans developed in very different seas than ours.



But life, proven to be quite stubborn throughout the Galaxy despite widely varying conditions, did manage to develop in those copper-tainted seas. It flourished and spread to the land, and eventually the Vulcan race itself sprang from primate-like ancestors not much different in physical attributes from our own. These ancestors were a desert-dwelling species, however, and Vulcans today show the genetic heritage of their origins.

But the slow intellectual climb of the Vulcan species to sapience began long before our own. Before Mankind made the intellectual leap from animal to sapient being, the Vulcans had already built a thriving civilization. Today, the 40 Eridani system is home to over 14 billion Vulcans, in cities, such as the Vulcan planetary capital of ShiKahr, in desert villages and communal farms, and in space below the surface of their airless companion world, in orbital habitats, and scattered throughout the

vast 40 Eridani asteroid belt. Before looking at the development of this civilization, however, we must first see how the Vulcan race developed physically, and how they both resemble and do not resemble Earth Humans.

PHYSIOLOGY

Considering their origins in copper-salt seas and under three much-different suns, it is most difficult to understand why Vulcans resemble Humans so greatly. It is known that an ancient race known to us as "the Preservers" seeded pre-historic humanity throughout this section of the Galaxy. This fact helps explain why there are so many human-like species on far-flung worlds, with roots there going back before Man's recorded history.

But Vulcans only resemble us externally, not internally, and their race's anthropological origins are as well-documented (some say better) than that of Man on Earth. They cannot be an ancient Human offshoot, despite the similarities. The mystery remains to be solved.

Their origins in seas without sodium chloride means they have little of this salt in their blood chemistry. Indeed, where Earth-life has blood exchange chemistry based on iron-bearing hemoglobin, the Vulcan equivalent is based on copper. It is their copper-based blood that gives them a greenish-yellow complexion.

The characteristic Vulcan pointed ear shape is a function of their thin atmosphere. The oversized ear concentrates sound better, and Vulcans have extremely sensitive hearing. The patterns of facial hair vary subtly from that of Humans, resulting in upswept eyebrows. Other subtle cosmetic differences abound. Almost all Vulcans have dark hair (light hair is almost unheard of in their race). Also, Vulcans tend to be taller and thinner, on the average, than Humans.

Internally, the differences show up with much greater frequency. The Vulcan pulse and respiration rate is higher than that of Humans, which might be expected in a thin-atmosphere race. Their blood pressure is very low indeed, and fluctuates very little even under stress.

Their eyes have adapted to harsh sun and blowing sand with a nictating clear membrane which protects them from glare and abrasion like a second eyelid. The efficiency of this membrane is so great that Vulcans are immune to the damaging effects of glaring light in reasonable intensities. Also, it keeps the eye moist, so Vulcans do not close their eyes often, even to sleep. (A sleeping Vulcan with closed eyes is either sick

or in coma or meditation.)

The heavy Vulcan gravity and harsh conditions have combined to make their race hardier, stronger, and faster than Humans, with reflexes that are superhumanly fast. The internal organs of Vulcans are similar to Humans, but they are arranged within the body quite differently, and are better protected against stress and damage.

Most notable about Vulcans are their racially-universal telepathic tendencies. The use of these abilities is closely related to Vulcan philosophy, and will be discussed after we take a closer look at the history, philosophy, and society of Vulcan.

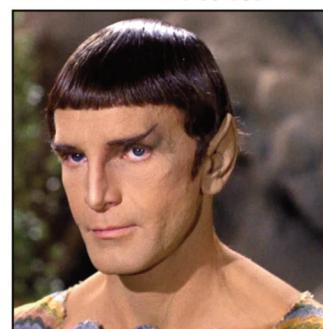
ORIGINS OF VULCAN PHILOSOPHY

The early history of the planet Vulcan was far different than one might expect from their current culture. The tribes of Vulcan fought bitterly over territorial rights, mineral resources, and especially water. The peoples of Vulcan were organized along loose family/tribal lines, with loyalty to family and one's duty stressed from childhood.

For many, many generations, wars were fought that were more bitter and destructive than any ever fought on Earth. Whole family lines were wiped out to the last man, woman, and child without mercy. Eventually, all of Vulcan was more or less united in two warring coalitions, each ready to destroy the other. Vulcan's military technology was such that this ultimate war would surely be the end of all Vulcan civilization.

Into this dark time in Vulcan history entered Vulcan's greatest hero – not a mighty warrior but a slim, unassuming figure who wore a tunic in a sea-shell pattern – a reminder of the common origins of all life on Vulcan. This was Surak, Vulcan's greatest philosopher and the father of Vulcan logical thought.

Surak was a simple tradesman, self-educated and sick to death of blood, death, and war. His message was simple. All violence, hatred, and evil stemmed from the unchecked expression of emotion by thinking beings. He believed that the ability to reason and think logically separated a thinking being from the animals, and that only by suppressing emotion in favor of pure logic could the mind be at rest and the problems of Vulcan be solved.



Species: Vulcans

It was also Surak's belief that violent action of any type was always unjustified. The ultimate pacifist, Surak refused to eat meat, and travelled in both warring camps speaking on behalf of reason and non-violence. His efforts delayed the waging of that final war for many years, as more and more Vulcans, tired of battle, joined his movement. Soldiers lay down their arms, tradesmen refused to manufacture weapons, officials failed to bring such people to trial for non-violent protests.

The spread of Surak's philosophies was rapid, but it still took many years for them to take hold. In this time, his followers made many attempts to get the leadership of the two warring factions to talk peace. Followers of Surak's teachings went into the enemy camps to bring a message of peace, and many were killed. But each time a messenger came in peace and was slain, more people were exposed to the message and some were converted to the new ideas. After many years, there were none left who would slay the messengers. All had heard and adopted the non-violent, non-emotional philosophy of Surak.

At long last, Vulcan was at peace, and the efforts toward war were turned outward toward the gathering of knowledge. But Surak's teachings also held that the exploration of the inner self was as important – perhaps more important than the gathering of scientific knowledge. For this reason, Vulcans are known both as great scientists and great philosophers.

Most of modern Vulcan society derives directly from the teachings of Surak and his followers. Vulcans believe that contentment comes only when reason supplants emotion in a being's thoughts and actions. The expression of emotion is considered unhealthy and in poor taste, and Vulcan children are taught at an early age that emotional expression is to be avoided at all times.

Much of the Galaxy operates under the false assumption that Vulcans have no emotions. This is false, though many Vulcans would themselves make this statement. But centuries of Vulcan discipline have trained Vulcans to divorce their emotions from all actions and contacts with other people. This suppression of emotion leads Vulcans to be very concerned with personal privacy.

The ultimate form of Vulcan nonemotionalism can be found in the ancient and arduous Kolinahr discipline. The Masters of Kolinahr have achieved the non-emotional state in its ultimate form, with their emotional responses buried so deep that even a

mind fusion cannot detect them. According to tradition, the Kolinahr state frees the mind for totally logical thought, enabling the full potential of the individual to be achieved. It is true that many great works of science and philosophy have been created by the few Vulcans every generation who successfully complete the rigorous Kolinahr training, but many great Vulcan statesmen and scientists have not achieved Kolinahr. Usually, the Kolinahr disciplines are only embraced by those Vulcans who cannot find peace of mind in any other fashion. Only a few attempt it each year, and only three or four will succeed in any given generation.

The non-violent philosophy of Surak remains a major part of Vulcan custom today. Vulcans practice this in various degrees. Almost all Vulcans are vegetarians solely, and hunting of animals for sport is totally forbidden. For one Vulcan to perform violence to another is unthinkable, for, as the Vulcans believe, all violence stems from emotional states, and no Vulcan would allow an emotional state to control his actions. The philosophy does seem to work. Vulcan has no violent crime whatsoever among its own people.

Some Vulcans maintain that Surak's total non-violence is the only true Vulcan way, and disdain even violence in self-defense, under any circumstances. Some others, however, maintain that at times it is logical and necessary to resist violence done to yourself, your family, or your world. Such actions must only be undertaken after careful, logical analysis. Thus, the most militant Vulcan might still be called a pacifist anywhere else.

Early in the history of the Federation, service in Star Fleet was considered somewhat scandalous on Vulcan, since Star Fleet was partly a military service. But years of peace and the exemplary record of Vulcan officers in Star Fleet service have reduced this feeling among Vulcans quite a lot, and many respected Vulcans now serve in Star Fleet. Few Vulcans will actually serve aboard an active-duty military vessel, or in an actively military position (such as in ship's gunnery or as combat troops). Most Vulcans seek scientific, technical, instructional, or diplomatic positions.

The ancient Vulcan traditions of family pride and devotion to duty and personal honor still remain. Vulcan's government is a loose association of family leaders who make decisions based on logic and reason. Their decisions are rarely questioned, and the families of Vulcan grant their leaders

the respect and deference due them. The bonds of family mean much to Vulcans, and it would be unthinkable to refuse aid to even a distant kinsman, or to place shame upon your family name through incorrect actions.

Vulcan expressions of respect show up in all their dealings with other races as well. The well-known Vulcan hand salute has the right hand raised and held forward from the body, palm outward. The thumb is extended alone, and the first and second fingers form a unit, separated from the union of the third and fourth fingers by a "V" shaped gap. The salute denotes respect and courtesy, and reminds the viewer both of the differences that separate people and the similarities that unite them. The common Vulcan salutation, rendered in English as "live long and prosper", shows their respect for age and belief that long experience brings wisdom.

Surak's most important argument for peaceful coexistence among people with vast differences lay in the Vulcan concept of *none*, meaning *all*. It was Surak's belief that only the variety in life made living worthwhile. This has evolved into the IDIC (Infinite Diversity in Infinite Combinations) principle of modern Vulcan philosophy.

The IDIC symbol shows a circle and a triangle joining to form a faceted stone in the center. This symbolizes the joining of very different elements to create beauty. It is the Vulcan belief that diversity is to be cherished, since only through the mixing of many different cultures, ideas, and beings can beauty and truth be created. For this reason, Vulcans believe that beings and cultures who are different should not only be tolerated, they should be delighted in and their differences studied and enjoyed by all.



The Vulcan ideal is a being that is both physically and mentally as well-prepared as possible. Certainly, the harsh conditions of Vulcan made physical preparedness a necessity, but even the more comfortable modern Vulcans believe in training the body to maximum efficiency. They do not, however, discriminate against the physically handicapped or infirm. They believe that each individual should strive to accomplish as much as he/she can with what they are given.

Still, Vulcans do not revere physical accomplishment as humans do. Vulcan athletics do not involve illogical competition for its own sake. Instead, it is considered a duty of each Vulcan to maintain him/herself in good physical condition, without comparison to others. Vulcans are far more impressed by intellectual capability than physical competence.

Scientists, artists, and statesmen are revered on Vulcan. Vulcan's most prestigious establishment is the Vulcan Science Academy, perhaps the finest teaching and research institution in the Galaxy. The directorship of the Academy is a position of much power on Vulcan, and the pronouncements of the Academy, while not having the force of law, shape the logical, rational decisions of the Vulcan people in ways no other institution save the family unit can accomplish.

THE TIME OF MADNESS

There is only one time during which the logic and reason of Vulcans crumbles – the *pon far*, the time of mating and madness. The Vulcans themselves do not discuss the matter, as it is the most personal and private of all times. It is a time when the barriers of emotional repression fail and the animal ancestors of the Vulcan people take over.



The emotions associated with the mating drive common to all sexual animals are repressed in Vulcans except once every seven years (more or less), when the *pon far* calls them back to their native lands to satisfy the physical demands and perpetuate the race.

In childhood, each Vulcan male and female are linked mentally and physically in a ceremony that is less than a marriage, more than a betrothal, and deeper and more meaningful than either. At this time, the seven-year adult cycle of *pon far* is synchronized between them.

At the proper time, the couple, mentally linked even across the enormous distances of space, are both drawn to their families' homelands to the *koon-ut kal-i-fee*, the marriage ritual. If prevented from returning, a Vulcan will suffer the breakdown of his mental discipline. His physical functions will also begin to fail eventually, leading inevitably to madness and death.

Upon their return to their appointed place of *koon-ut kal-i-fee*, the male Vulcan claims his mate. The ceremony is conducted by the most prestigious Vulcan (male or female) who the families can persuade to perform the duty. The older and more respected the individual officiating, the more important and prestigious the family. Once selected, this official has the absolute last word on all matters pertaining to the marriage. The families and participants have no further say whatsoever. The female Vulcan is not property, however, to be given against her will. She may declare a challenge if she does not desire to wed, and name a champion.

If challenge is offered, and the chosen male agrees to act as the female's champion, the two males battle for the woman. In challenging, the woman has agreed to become the bride of the winner of the conflict.

By now, the called male is deep in the *plak tow*, the blood frenzy. He has little rationality left, and often cannot speak. All his efforts are centered on controlling his actions and winning the challenge. All such conflicts are to the death, with such ancient Vulcan ritual weapons as the *Ahn-woon*, a leather band with handles that can be used as a garrote, a sling, or a bola, and the *lirpa*, a heavy staff with a bludgeon on one end and a semi-circular blade on the other.

The winner of a challenge may then claim the woman as his bride, or release her if he is displeased by her decision to challenge. If the woman is claimed, they are then mated for life. If the woman is released, both parties are free to seek mates elsewhere. If one's prom-

ised mate dies prior to the adulthood call, the bond is broken and the survivor is also free to seek a mate elsewhere.

The rites of marriage are passed down through the families of Vulcan and are not discussed with outworlders. Very few human beings have ever been allowed to examine Vulcan family records on the matter, and fewer still privileged to witness the *koon-ut kal-i-fee*. It is a holdover and reminder of the violent, emotional heritage of the Vulcan people, and some say it is Nature's way of compensating for their lives of emotional denial.

DISCIPLINE OF THE MIND

Of course, the most reknowned attribute of members of the Vulcan race is their well-developed telepathic ability. Early Vulcans showed a racial tendency toward telepathic ability, but it was only when Vulcans began developing mental and emotional discipline that their full potential was released.

Vulcans guard their privacy closely, and the mind, to them, is the most private thing of all. The Vulcan reluctance to touch or be touched stems partly from the fact that telepathic sensitivity is increased by touch. Thus, Vulcans do not shake hands or engage in casual contact.

Indeed, deliberate touching is indicative of great trust between two Vulcans. A husband and wife may ritually touch fingertips or palms as an expression of mutual trust and pair-bonding, and close family members may touch palms with hands crossed at the wrist in a gesture of openness to one's kindred.

A Vulcan child learns very early mental disciplines for deprivation or ignoring pain. The Vulcan healing trance has become instinctual, with an injured Vulcan entering almost a cataleptic state. At this time, the full attention of the mind is turned to healing, and all outside influences must be ignored. The vital signs drop to almost indetectable levels until the body is ready to make a final struggle to restore itself. The consciousness then fights to reassert itself, and can be aided by a healer who may deliberately strike the injured person, producing pain sensations which the victim may use to help him/her recenter on the conscious level. The sight of a Vulcan healer repeatedly slapping a semi-comatose patient is unsettling to Human doctors, perhaps, but the technique is effective.

Because of the discipline a Vulcan learns in controlling his/her own body, a member of the race is especially sensitive to the functions of living organisms. There are few Vulcan doctors who work directly with non-Vulcan pa-

Species: Vulcans

tients because the cold, pragmatic approach of a Vulcan physician is not an effective "bedside manner" with non-Vulcan patients. But Vulcans can tell much about a living being by touch, and can manipulate the nervous system of Vulcan-like races by touch alone.

A form of non-violent defense that dates back to before the time of Surak, the principle behind the Vulcan nerve pinch is widely known. But only a being with the physical strength and mental discipline and sensitivity of a Vulcan can perform it. By applying pressure to a nerve center (between the neck and shoulder in most Vulcan-like/Human-like species), a Vulcan who knows the technique can produce instant paralysis and/or unconsciousness in a being.



Related to the Vulcan nerve pinch are certain Vulcan techniques in which nerve centers are manipulated to reduce pain for the victim. The technique does not reduce the severity of an injury, but in certain cases it can block the pain impulses for a length of time.

The ancient Vulcan discipline of *tal-shaya* is a method of swift, painless, and instant execution, in which the neck and spine are snapped by a swift twisting action. In ancient times, Vulcan criminals were executed in this manner. Today, though it is almost never used, all Vulcan officials above a certain rank are required to know the technique, as a matter of tradition. It is also believed that *tal-shaya* is the technique practiced by the ritual guards of the Vulcan mating ceremony for the swift execution of any who disrupt the ceremony.

Most celebrated of all, however, are the purely mental telepathic techniques known to all adult Vulcans. The techniques of the mind touch, mind meld, and mind fusion are very private concerns, and not to be used lightly. They are part of a Vulcan's most personal life.

The mind touch is a method by which thoughts and feelings are shared between two individuals telepathically. Physical touch improves the contact, but it can be done over distance with more effort. The depth of the contact can vary greatly, depending on the wishes of the persons involved and the conditions under which the mind touch

is attempted. In simplest form, the mind touch may communicate only a vague feeling or a bit of the conscious surface thoughts. A deeper touch may share memories or physical feelings. In its deepest form, the mind touch makes it impossible to hide one's true intentions or motives. Modification of memories or behavior may also be accomplished.

The mind meld is not practiced as often. It involves a group mind touch in which all parties involved share freely. The participants will all gain insight into each other's true thoughts and feelings.

The mind fusion is the deepest, most difficult of the mental disciplines. In a successful mind fusion, the total thoughts, memories, and personalities of the two participants are blended, with the innermost self of each revealed to the other. Such a fusion is very difficult and embarrassing for a Vulcan, and somewhat dangerous, as it may be hard to sort out the two sets of memories and motivations later. In extreme cases, the fusion may become permanent, which usually results in madness for both parties, or loss of one or both personalities entirely.

The ultimate Vulcan mind contact involves a very personal, very private ritual that a Vulcan practices only when death is imminent: the preservation of the "essence". This practice is the most astonishing (and least discussed) of all Vulcan mental feats. Until recently, very few non-Vulcans were even aware of the ancient practice.

Vulcan tradition accepts the survival of the personality after death, not as a matter of religious faith but as a matter of known fact! The ancient Vulcans who first practiced mental contacts became aware that living beings do, indeed (according to their writings), have some sort of "immortal part", a personality and mental pattern that can survive death.

When a Vulcan believes death is imminent, he or she makes arrangements for the preservation of the "essence" in some manner. Most often, it is passed along to a family member or other close contact through use of the Vulcan mind fusion. The "essence" is not removed from the dying "donor", merely duplicated in the unused part of the mind of the recipient. Later, through an ancient ritual still shrouded in mystery and known to only a few Vulcan "priest (or priestess)/philosophers", the "essence" is preserved as part of an ever-growing repository of wisdom. What form this repository takes is not known, at least not to non-Vulcans.

Writings from the earliest period of Vulcan rational civilization seem to indicate that it was believed that a certain

technique could indeed rejoin the "essence" to another body, but this practice is apparently unknown to modern Vulcans. (At least, no Vulcan has ever expressed to a non-Vulcan a belief in such a technique...)

Vulcan experts contend that it is the mental discipline of logic and non-emotion that makes such abilities possible, not any physiological difference in the Vulcan mind. Some Vulcan mind techniques have been successfully taught to Humans, if the motivation of the human was great and the Vulcan teacher was patient, but these cases are very rare indeed.

VULCAN & THE GALAXY

Contact with the Vulcan culture has enriched the Galactic Community greatly. The Vulcan preference for intellectual pursuits and professions has led to great strides in philosophy, science, art, and diplomacy.

The works of the greatest of all Vulcan philosophers, Surak, form the basis for all of modern Vulcan society. Surak's teachings have influenced non-Vulcans as well. The IDIC principle in particular has spread to many cultures throughout the known galaxy. Many Vulcan-like teachings also have taken root in the youthful movement known variously as "Seekers of the One" and "Edenists". The Vulcans themselves are not evangelical in their beliefs. They believe that all living things must find their own Way, and delight in the cultural differences between rational beings.

The modern Vulcan leader T'Pau is a philosopher and teacher who is considered to be perhaps the most powerful single person on Vulcan. Despite her personal prestige, she holds no elective or appointive office and in fact has no official position of authority whatsoever. She is the only being ever to turn down a seat on the Federation Council, and she avoids such official entanglements on her own planet as well. Nonetheless, a suggestion from the venerable T'Pau may as well have the force of law on Vulcan, and a request from her is likely to bring immediate results from the UFP government itself. There are still many things about the Vulcan Way that outworlders will never understand fully.



Species: Vulcans

As scientists, Vulcans are without peer in the known Galaxy, largely because they are able to perform intricate experiments with an attention to detail and a scientific method that is unmatched by any other intelligent race. The unfailing logic of the Vulcan mind is perfectly suited for scientific inquiry in established fields. Even so, the Vulcan denial of the concept of "intuitive reasoning" means that the bright flashes of insight are often left to others to create.

Vulcan honor and personal trustworthiness is known throughout the Galaxy, making them excellent choices as diplomats. A Vulcan cannot be accused of bias, or emotionalism, or fear. They make excellent envoys, mediators, and negotiators.



One of the most respected of modern Vulcans, Sarek, began his career as an astrophysicist, once heading the Vulcan Science Academy itself. He then was appointed ambassador to Earth and gained great fame as a diplomat, particularly for his actions at the Babel conference on the Coridan admission. At this conference, after an attempt on his life that almost succeeded, he negotiated the entry into the Federation of the Coridan worlds with one of the most stirring presentations ever recorded about the duty of "the fortunate worlds of the Federation" to protect the interests and freedom to choose of smaller, more vulnerable societies. Sarek's excellence in two fields, science and diplomacy, has earned him much respect on Vulcan and throughout the Galaxy.



Vulcan lack of emotional expression has not prevented them from becoming admired artists and performers as well. The Vulcan IDIC concept guides their arts, with wildly varying media being combined to produce great beauty. Vulcan musical instruments such as the lyrette combine ancient melodic techniques and traditions with modern scientific sound creation devices to produce unique and beautiful harmonies. Vulcan visual arts range from painting and sculpture to esoteric vibratory pattern recreations and three-dimensional shifting light patterns. A Vulcan artist is often not just creating art, but creating a new form of art!

Vulcan traders are well-known throughout the Galaxy as well. Some of Vulcan's oldest and most prestigious families are involved in interstellar trade. These trade companies are huge family-owned businesses run with cold and perfect efficiency, and smaller independent traders have to scramble to compete with them in most areas.

Vulcan interactions with other cultures reveal much about them. Their philosophies and culture may be at conflict with some cultures, but few races in the Galaxy do not respect them, even if they do not admire them.

Of course, as signatories to the original Articles of Federation, Vulcan has a permanent place in UFP politics. Vulcans are the second most numerous racial type in the Galaxy (right after humanity), and as such wield great political and economic clout. Their tendency to conduct business and political relationships as large family groups consolidates their power. Vulcan is traditionally the important swing vote in the Federation Council, and one can be sure that their decisions will be based on solid and unshakable logical grounds.

Vulcan's relationship with the Klingon Empire is older than the UFP itself. Though the Empire maintains an officially semi-hostile posture toward Vulcans as a member of the UFP, they still are known to permit Vulcan observers in Klingon space and do not go out of their way to antagonize Vulcans through interrupting merchant traffic, interfering with research missions, etc. Though the Empire disdains Vulcans for their pacifistic attitudes, it is thought by many cultural historians who specialize in studying the Empire that Vulcans, because of their unshakable reputation for honesty, are among the few peoples that Klingons can trust. There are many speculations about the Vulcan cultural observers known to be affiliated with some important Klingon officials and

households, but both the Empire and Vulcan remain silent about such matters.

Throughout the Romulan War and the long period of uneasy truce thereafter, there was no contact of any sort known between Vulcan and the Romulan Star Empire. Nonetheless, it has now been discovered that a deep bond exists between the two cultures. Based on evidence gathered in more recent contact with the Romulans, it is now believed by most galactoanthropologists (including those of the Vulcan Science Academy) that the Romulan race is an ancient offshoot of the Vulcan race, from a time dating before Vulcan gave up warfare and bloodshed.

The exact time the split occurred, or how the Romulan offshoot moved across the parsecs to their current home planet, is unclear. One speculation is that the ancient Preservers, who seeded Humanity throughout this arm of the Galaxy, may have had a hand in starting the Romulan branch race as well.

The Romulans do not exhibit the mental discipline of the late-period Vulcans (nor, of course, their pacifistic nature), but their physical appearance and internal organ arrangement is too similar to be coincidence. Without Romulan cooperation (which is unlikely to be forthcoming in the foreseeable future), it is unlikely the mystery will ever be solved.

SUMMATION

The complexity of the Vulcan Way makes a quick analysis impossible. But that is as it should be, according to the philosophy of the Vulcans themselves. The differences between Humans and Vulcans should be studied and cherished and preserved, and their diversity and mystery mingled to create new and even greater ideas and cultural developments. There is much for Humankind to learn from the Vulcan Way and, perhaps, much to teach as well. In the interface between these two Great Races may lie a greater hope for the future of both.



Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.

STARFLEET OFFICER RECORD						
ISCHOL (M CONTACT, C COMMAND, D DEPT. HEAD)		ISARSHIP (EXPLORATION, MILITARY, COLONIZATION, MERCHANT MARINE)		ISTARBASE DUTY (ACADEMY INSTRUCTOR)		
CADET CRUISE		1st 2nd 3rd 4th 5th 6th		Passed Honors High Honors		
ACTIVE DUTY		1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th		Term Length Efficiency		
STR	END	INT	DEX	CHA	COOL	LUC
FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down		
Administration	Demolitions	Medicine		ST Sensors		
Anthrop	Disgu			ST Services		
Apprais	Ecology	Meteorology		ST Weapon Ops		
Archaeo	Electronics	Negot/Diplomacy		ST Weapons Tech		
Art	Enviusit Ops	Oceanography		Stealth/Hide		
	Federation History	Pers Wpn Tech		Streetwise		
	Federation Law	Philosophy		Survival		
	Forgery					
	Gaming	Physics		Track/Evade		
	Gambling	Psyc		Trade & Commerce		
	Botany	Geology		Transporter Ops		
	Bribery	Hvy Wpns Op/Tech		Transporter Tech		
	Burglary	History		Seduction		
	Carousing			Shuttle Pilot		
	Chemistry	Holotechnology		Shuttle Sys Tech		
	Combat	Instruction		Sm Equip Tech		
	Archaic	Interrogation		Sm Unit Tactics		
	Armed	Intimidate		Sports		
	H-T-H	Lang				
	Modern			ST Cbt Tac/Str.		
	Computer Op	Law		ST Comm Proc		
	Computer Tech			ST Comm Tech		
	Culture	Leadership		ST Engineering		
	Dmg Ctrl Proc	Life Support Tech		ST Helm		
	Def Shield Tech	Materials Science		ST Navigation		
		Mechanics		ST Security		

Starfleet Officer Sheet

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL (M) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR Passed Honors High Honors						NAME SPECIES P.O.B. AGE SEX HT WT RANK BRANCH HAIR EYES ASSIGNMENT D.O.B.			
	1st									
	2nd									
	3rd									
	4th									
	5th									
	6th									
	7th									
	8th									
	9th									
10th										
ACTIVE DUTY			Term Length						CREDITS	
			Efficiency							
									Awards, Honorifics and Notes	
									Cadet Cruise	
STR	END	INT	DEX	CHA	COOL	LUC	PSI			
FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down			PERSEVERENCE (END+LUC)/2 round down	PERSEVERENCE (INT+LUC)/2 round down				
Administration	Demolitions	Medicine	ST Sensors							
Anthrop	Disguise		ST Services							
	Ecology	Meteorology	ST Weapon Ops							
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech							
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide							
	Federation History	Pers Wpn Tech	Streetwise							
Art	Federation Law	Philosophy	Survival							
	Forgery									
Astron/Atrophys	Gaming	Physics	Track/Evade							
Biology	Gambling	Psych	Trade & Commerce							
Botany	Geology		Transporter Ops							
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech							
Burglary	History	Seduction	Trivia							
Carousing		Shuttle Pilot								
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops							
Combat	Instruction	Sm Equip Tech	Vehicle Op							
Archaic	Interrogation	Sm Unit Tactics								
Armed	Intimidate	Sports	Warp Drive Tech							
H-T-H	Lang		Zoology							
Modern		ST Cbt Tac/Str								
Computer Op	Law	ST Comm Proc								
Computer Tech		ST Comm Tech								
Culture	Leadership	ST Engineering								
	Life Support Tech	ST Helm								
Dmg Ctrl Proc	Materials Science	ST Navigation								
Def Shield Tech	Mechanics	ST Security								

23010101



Chapter 1: Starfleet Officer Creation

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**

~ The magnanimous GM may allow re-rolls on 1's or 2's, possibly 3's ~

For **LUC** and **PSI**, roll straight percentiles (d%)

Choose or roll from the list below ~ *OR* ~ Design a new Species in consultation with the GM.

Roll	Species	STR	END	INT	DEX	CHA	COOL	LUC	PSI
1	Andorian	+10	+10				+15	-20	-20
2	Caitian	-05			+15	+05	+20		-30
3	Edoan	-05	-05		+20		-15	-15	-35
4 - 8	Human								-30
9	Tellarite	+10	+10				-20	-15	-20
0	Vulcan	+20	+10	+10			-15	+30	-40

Starfleet Officers are required to maintain STR, END, INT, DEX, CHA and COOL of 55+ each.

Apply the Attribute modifiers for your Species choice.

CONDITIONAL BONUS POINTS

Roll percentiles, divide by two, round down. 1. No more than 30 points may go to any one Attribute
2. No Attribute may modify above 99+/- Species Max.
3. Only Vulcans may alter their PSI with Bonus Points.

Note: COOL, LUC, PSI are all Max 99 regardless of species.

No Attribute may modify below 01.

Pre-Academy Life

If at this time you would like to generate the details of your youth, family and Homeworld, refer to pages 67 - 79 now.

In either case, continue here with your Pre-Academy Life below.

These two lists represent your education prior to Starfleet Academy. Divide your INT by 10 and round up. Roll that many d10 on each table.

All sums are cumulative but may not breach 99.

Personal Development	Formal Education
Administration	Archaeology
Art (s)	Astronomy/Astrophysics
Carousing	Chemistry
Gaming	Computer Operation
Instruction	Computer Technology
Language (s)	Culture (s)
Combat (s)	Ecology
Sports (s)	Electronics
Streetwise	Federation History
Survival (s)	Federation Law
Vehicle Operation (s)	Physics
Trivia (s)	Science (s)

You may take multiple rolls in any skills.

You may petition for skills not on these lists.

Medical Doctors

Enter the Academy after 3yrs of Medical School and graduate full Lt.

Registered Nurses

Enter the Academy after 2yrs of Medical School, graduate LT, J.G.

MEDICAL SCHOOL

Doctors get Medicine (native) 40 plus 110pts amongst the table. Nurses get Medicine (native 25) and 75 pts on the following table. Points may be combined. Nurses with Med (any) 40+ are Doctors, take care.

Biology (s)	Oceanography
Botany	Physics
Chemistry	Psych (s)
Culture (s)	Sm Eq Tech
Ecology	Variable-G Ops
Enviosuit Ops	Zoology
Life Support Tech	Custom Specialty
Medicine (s)	

Chapter 2: Starfleet Command

The Academy

Add the following sums to your character sheet.

Administration	10	Federation History	10
Astronomy/Astrophysics	10	Federation Law	10
Combat (H-T-H)	15	Instruction	10
Combat (Marks Mod)	15	Language (s)	10
Combat (Armed) (s)	10	Leadership	10
Computer Operation	10	Sm Equip Tech	10
Damage Control Procedures	10	ST Security	10

Schools Starfleet maintains three specialized training schools for select candidates. Details and qualifications for each follows.

Contact Team

Early in Starfleet's history the incredible dangers of these strange new worlds became quite apparent.

To send anyone unprepared was deemed unconscionable, immoral and costly of precious life on all sides.

Officers rotating through Contact Team School are tops of their fields and in prime condition to weather new environments and meet new peoples, both primitive and advanced.

Only quality officers are accepted. Fully half accepted fail out.

With tip of hat to Authors, J. Andrew Keith for the article and David Gerrold for the lore!

To Qualify:

1. STR and END of 60+ each
INT, DEX and COOL at 65+ each.

If you meet these minimums, your application is queued up. Please wait for Qualifier 2.

2. Roll 'Starship' on Term Assignment

If so, mark the Contact Team column and list 1 year for duration. All schooling precludes honorifics.

PASS or FAIL, Contact Team is one year, can be successfully completed only once, but can be re-taken until passed.

On Acceptance	Add 1d10/2 rd to either STR or END Add 1d10/2 rd to one of INT or CHA Add 1d10/2 rd to either DEX or COOL	PASS or FAIL you keep these bonuses
How was your mustard cut?	Roll Result Modifiers ≤ 40 PASS INT or LUC 80+ -10 41≥ FAIL 70 - 79 -05	

PASS

CBT, Marks Mod	15
CBT, H-T-H	15
Ecology	10
Enviosuit Op	10
Medicine (native)	10
Negot/Diplo	15
Sm Equip Tech	20
Sm Unit Tactics	15
Branch Skills (Total)	40

FAIL: REVERT TO ACTIVE DUTY TABLES, STEP 1

Graduates gain these benefits, FAILS do not.

-20 All future assignment rolls. However if the modified roll is ≤ 01, Academy Instructor is assigned.

One Additional skill roll every two years served after graduation occurs.

Command Schools

For Officers seeking a position of authority, Command Schooling stands ready to accept.

Command School can occur at any time in your career, it need not follow the Academy directly.

Medical, Security and Services may not rise to command a ship, base or installation, qualifying only for the Department Head training program.

To Qualify:	
Dept Head	Command
INT 70+	INT 75+
CHA 65+	CHA 70+

Department Head

Administration	30
Computer Op	20
Federation Law	10
Instruction	10
Leadership	20
Negot/Diplomacy	10
Branch Specific	Total 20

Command

Administration	30 (+0)
Computer Op	20 (+0)
Federation History	20 (+20)
Federation Law	20 (+10)
Instruction	20 (+10)
Leadership	30 (+10)
Negot/Diplomacy	20 (+10)
ST Cbt/Tac Str	20 (+20)

If you first attend Department School (1yr) and later attend Command (1yr), only the points listed in parenthesis are given.

If you only attend Command (2yrs), you receive full points listed before the parenthesis.

Service Branches

Starfleet maintains 3 primary Service Divisions encompassing 8 Branches.

Choose One Branch to **MAJOR** in.

COMMAND

Helm
Navigation



You may **MINOR** in one secondary Branch. This intense course of study requires one additional year of your life.

To qualify: INT 75+

If so, you receive full points in your **MAJOR** and **half** the points (round down) from the **MINOR** -*EXCEPTING* - duplicated skills.

In this case, no extra points go to the duplicate skill. Where the **MINOR** skill rating is higher than the **MAJOR**, the **MAJOR** rating prevails.

Example. A Helmsman Minoring in Nav receives, (amongst others) **no** additional ST Helm from the Nav skill list and only half the listed points of the **two** unshared skills from the Navigation Branch.

With your Branch Skills added, Roll 10d10 for additional Branch skills.

Once done, add 1d10 per 10pts INT. Rolls may go to any old or new skills.

No extra rolls are gained for having Minored in a secondary Branch.

SCIENCES

Science
Medical *



SERVICES

Communications
Engineering
Security *
Services *



* These Branches may not rise to command a Ship, Base or Installation.

Officer Generation

COMMAND



SCIENCES



SERVICES



*Services includes the Yeomanry

Yeoman is both a position and a rank. Yeoman are of 1st, 2nd & 3rd Classes; each reporting to the Class above. A Yeoman is akin to an undeclared Major, allowing an overview of all operations. The Yeomanry ranks from below Ensign to just below a Lt.

Yeoman 1st Class promotes to Lt. in a declared specialty.

GM Discretion on career path.

Helm

Astron/Astro	15
Shuttle Pilot	25
ST Cbt/Tac Strategy	20
ST Comm Proc	15
• ST Helm	40
ST Navigation	25
ST Sensors	30
ST Weapons Op	25

Navigation

Astron/Astro	30
Deflector Shield Tech	25
St Cbt/Tac Strategy	20
ST Comm Proc	10
ST Helm	25
• ST Navigation	40
ST Sensors	20
ST Weapons Op	20
Warp Drive Tech	10

Science

Astron/Astro	20
Computer Tech	20
Enviosuit Op	10
Life Support Tech	10
Sm Equipment Tech	10
• ST Sensors	30
Science (s)	Total 100

Medical

Admin	10
Biology	15
Enviosuit Op	10
Life Support Tech	20
• Medicine (s)	Total 60
Negot/Diplomacy	10
Psych (s)	Total 30
Science (s)	Total 30
ST Sensors	15

Communications

Damage Ctrl Proc	15
Electronics	10
Language (s)	Total 50
Negot/Diplomacy	15
• ST Comm Proc	40
ST Comm Tech	25
ST Sensors	25
ST Services	10
Transporter Op	10

Engineering

Deflector Shield Tech	15
Electronics	15
Enviosuit Op	10
Life Support Tech	20
Mechanics	15
Sm Equip Tech	10
• ST Engineering	40
Transporter Op	20
Transporter Tech	25
Warp Drive Tech	30

Security

CBT, Marks Modern	20
CBT, Armed (s)	10
CBT, H-T-H	20
Enviosuit Op	10
Federation Law	15
Interrogation	10
Psych (s)	10
Shuttle Pilot	15
Sm Unit Tactics	20
• ST Security	40
Survival (s)	20
Vehicle Op (s)	10

Services *

Administration	25
Damage Control Proc	20
Deflector Shield Tech	10
Language (s)	Total 40
Life Support Tech	20
Psych (s)	Total 30
• ST Services	40
Transporter Op	15



HERBERT π

Herbert exists within and yet outside the Starfleet chain of command.

Herbert carries no rank yet wields specific authorities. Continue with Cadet Cruise and the normal process from here, Herbert.

Diplomat		Legal	
Admin	20	Admin	20
Art, Appreciation	10	Computer Op	15
Carousing	15	Culture	Total 20
Culture	Total 30	Federation History	15
Federation History	10	•Federation Law	40
Federation Law	15	Interrogation	30
Language	Total 30	Intimidate	20
Leadership	20	Language	Total 20
•Negot/Diplomacy	40	Leadership	10
Sm Unit Tactics	10	Psych (s)	10
Analyst		Bureaucrat	
•Admin	40	Admin	30
Appraisal	20	Computer Op	25
Computer Op	25	Federation Law	30
Federation Law	30	Instruction	10
Gaming	15	Language	Total 25
Instruction	20	Negotiation/Diplomacy	15
Physics	15	Trade & Commerce	20
Psych	Total 20	•Professional Specialty	Total 40
Trade and Commerce	15	(player choice)	

Intelligence*

Don't forget your 10d10 Branch and INT Bonus rolls, Herbert!

40
30
25
20
20
15
15
15
10
10

Assign the point totals to any skills of your choice from the pool.

Admin	Interrogation
Bribery	Intimidate
Burglary	Language (s)
Carousing	Psych (s)
Cbt H-T-H	Seduction
Culture (s)	Stealth/Hide
Disguise	Survival (s)
Federation Law	Track/Evade

The 40pt skill will be your particular specialty. 30pt and 25pt should be close ancillaries to the Specialty.

As you go to 20, 15 and 10pt totals, those can go to any choice or some can be combined to make a greater (Total) for the (s) skills available.

Example Intimidate 40 is well backed by 30pts of facts, Admin or brawn, Cbt H-T-H. Perhaps the 25pts goes to that lesser choice or another entirely. The two 20's might go to Track and Carousing to find your target while some 15's and 10's may combine to a (Total) for Psych, Lang or Culture. Consult your GM.

*For **Intelligence**; you may not split individual point totals, but may combine them if put into (s) skills such as Culture (s), Psych (s), etc. Combining two Psych (s) 15's becomes one Psych (Total) 30.

What's the difference? Points assigned to (s) cannot be split. Points assigned to (Total) can be split any way desired. Psych (s) 15 is 15pts to one specialty. Psych (Total) 30 can be one specialty at 30pts or up to thirty specialties at 1pt each. You choose.

The Cadet Cruise

Upon graduation from the Academy, you become a Midshipman for your one-year Cadet Cruise. Your success or failure here may affect the rest of your career.

Optional: When rolling 'Military', Vulcans and Edoans may choose 'Academy Instructor' or GM may allow shifting the roll to Exploration or Colonization for the pacifistic nature of these two species.

So, how well did you do and where were you when it all went down?
Follow Steps 1 - 3.

1. Cruise Assignment		Modifiers		
≤ 15	Starship	LUC	70+	-10
16 - 25	Exploration		60 - 69	-05
26 - 50	Military		01 - 40	+05
51 - 75	Colonization	INT	70+	-10
76 +	Starbase		60 - 69	-05
			Failed prior Cruise	+10

2. Cruise Results		Modifiers		
≤ 05	Passed, High Honors	Starship		-20
	Promoted to Lt.	Exploration		-10
06 - 15	Passed, Honors	Military		-10
	Promoted to Lt. J.G.	INT	70+	-10
16 - 60	Passed		60 - 69	-05
	Promoted to Ensign		Per additional Cruise	+10
61 +	FAILED. Goto Step 3			

3. Notice*		Modifiers		
≤ 03	Major Award (page 58, Table 2)			
04 - 09	Minor Award (page 59, Table 3)			
10 - 20	Commendation ** (page 59, Table 4)			
21 +	No notice at this time.			

Assignment	Modifiers	Cruise Result	Attributes
Starship	-10	Passed w/ High Honors	-10 LUC 80+ -10
Exploration	-05	Passed w/ Honors	-05 70 - 79 -05
Military	-10	Failed Cruise	+20 INT 80+ -10
		Per additional Cruise	+01 70 - 79 -05

A Cruise can be repeated up to six times. After that, you are passed as an Ensign. Congratulations, you wore them down.

* If FAIL the Cruise AND roll below 21 on this table, you've received a REPRIMAND.

A FAILED Officer can receive no positive recognition on their Cruise.

** Even PASSED Officers have troubles! If you rolled Commendation, make a LUC roll. If failed, draw a Reprimand.

The graduating Cadet receives a given number of 1d10 skill rolls, new or old.

Branch-specific Cruise	Rolls	Bonus Rolls
1st	5	Every 10pts of INT gets 1d10 rolls in any skills, new or old.
2nd	9	
3rd	12	
4th	14	These are only taken once on Graduation.
5th	15	
6th	15	

Cadets on additional cruises after the first get 1d10 bonus per Cruise in Carousing, Gaming, Gambling or Streetwise.

Chapter 3: Service Record

Optional: When rolling 'Military', Vulcans and Edoans may choose 'Academy Instructor' or GM may allow shifting the roll to Exploration or Colonization for the pacifistic nature of these two species.

Active Duty Terms Here you'll determine the number of Terms served prior to starting gameplay. This is the Who, What, Where, When and How well you performed.

Roll 1d10/2 ru with the following modifiers.

Ensign or Yeoman	-1	Captain	+3
Lt. J.G. or Lt. or Ymn.	-	Fleet Captain	+4
Lt. Cmdr or Ymn.	+1	Commodore	+5
Commander	+2	Admiral	+6

Consult the GM for your rank.

Mark the number of terms on your sheet and for each term repeat Steps 1 - 3.

Consult the GM if you wish to roleplay a more veteran or green character.

1. Assignment Roll d% against the following table.

Roll	Posting	Modifiers
01 - 10	Starship (Contact Team option)	INT 70+ -10
11 - 20	Exploration	60 - 69 -05
21 - 35	Military	LUC 70+ -10
36 - 60	Colonization	60 - 69 -05
61 - 80	Merchant Marine	Grad Hi Honors, 1st assign only -20
81 - 90	Starbase Duty	Grad Honors, 1st assign only -10
91 +	Academy Instructor	Contact Team, All assignments -20* PO previous assignment only +20

* Assignment rolls modifying below 01 are sent on the Academy Instructor circuit.

2. Duration Roll 1d10/2 round up or down. This is years-spent at each post. The Specialty Schools have durations of one or two years each.

3. Efficiency Your rating here may override your next assignment in Step 1. Be sure to note the 2-letter Efficiency Rating on your sheet.

Rating	Result	Modifiers
EXemplary	≤ 01 Choose your next Assign*	INT 80+ -10
OUtstanding	02 - 10 Stay at Current Assign**	70 - 79 -05
AVerage	11 - 80 Roll Assign per Step 1	LUC 80+ -10
POor***	81 + +20 on next Assign Roll	70 - 79 -05 Starship -05 Contact Team -05

* You may choose Starship Assignment, but NOT Contact Team.

** If you want a transfer, roll LUC. SUCCESS converts your OU to AV with your next assignment rolled per Step 1. FAIL continues at your current assignment with your OU rating turned to AV for the paperwork invoked. Think of it as a 'thank you', from the Yeomanry. By the way, how do you take your coffee again?

*** See page 58, Officer's Medals, Awards and Honorifics for more on PO ratings.

Efficiency can be averaged over the Term for more exacting ideas.

Example. A PO five-year term could not have been all bad. Could it? One year may have been EX or a few OU's or AV were flushed by some or one big ol' PO.

Chapter 4: Skill Sets

Accumulated Learning Experience

Every year of Active Duty* gets 1d10 skill rolls.

To this number, add the following modifiers.

These rolls may be put into any skill, new or old.

Modifier	Rolls
INT	90+ 3
	70 - 89 2
	60 - 69 1
LUC	90 + 3
	70 - 89 2
	60 - 69 1

*Contact Team, Department Head and Command Schools do NOT count towards this total as they already pack loads of exclusive training into their term length.



Contact Team 1 per 2 years after Graduation, round down.

Starship 1 per 2 years on board, round down.

Academy Inst 1 per year on Instruction

Starbase Duty 1 per year on Gaming, Gambling or Streetwise

In Hospital 1 per year on Gaming, Gambling or Trivia (s)

Chapter 5: Life's Lil' Details

For your Age and starting Creds, consult; [page 56, The Time/Money Continuum](#)

For every Term on a Starship, consult; [page 57, Starship Disposition](#)

For every Term of Active Duty, consult; [page 58, Officer's Medals, Awards and Honorifics](#)

For the Academy, each Cadet Cruise and every Active Duty Term, consult; [page 64, Lifepath and Events](#)

For your Family History, consult; [page 67, Heredity and Family Status](#)

For Homeworld ideas, consult; [page 68, Federation Homeworlds](#)

For Blank Sheets and Forms, consult; [page 81, or Supplement 10, Character Sheets](#)

-Finally-

What's your Name? What's your Weight, Height, Eye and Hair color?
Anything else we're Forgetting?

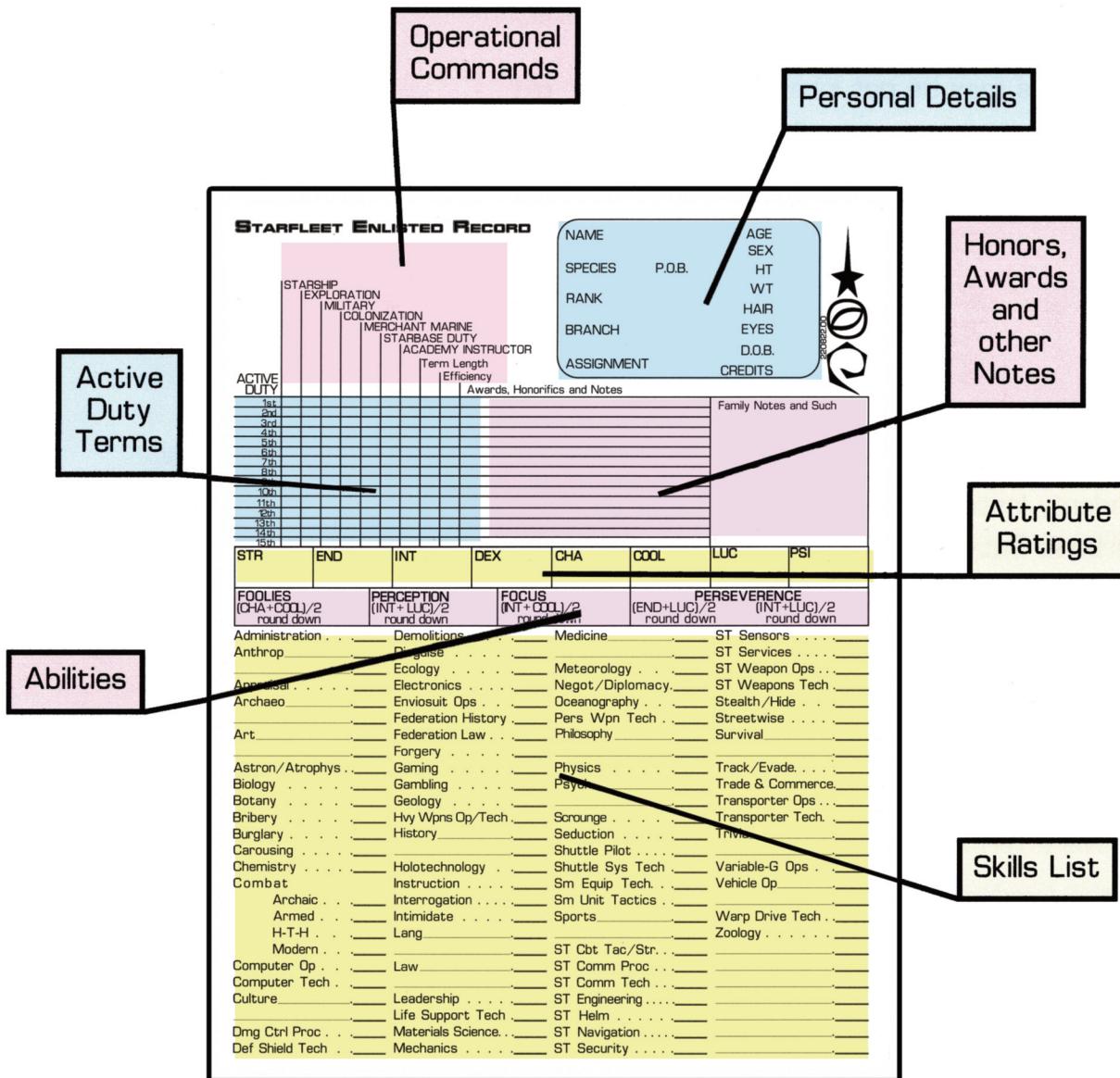
To the Officers of Starfleet,

Please accept our congratulations and thanks for your continuing service to the Peoples of the United Federation of Planets.

May you Live Long and Prosper.

-The Peoples of the United Federation of Planets

Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.



Enlisted and Non-Commissioned Officer Character Sheet

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

STARFLEET ENLISTED RECORD

STARSHIP
 EXPLORATION
 MILITARY
 COLONIZATION
 MERCHANT MARINE
 STARBASE DUTY
 ACADEMY INSTRUCTOR
 ACTIVE DUTY
 Term Length
 Efficiency
 Awards, Honorifics and Notes

NAME	AGE
SPECIES	SEX
RANK	HT
BRANCH	WT
ASSIGNMENT	HAIR
	EYES
	D.O.B.
	CREDITS



1st							Family Notes and Such
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							
11th							
12th							
13th							
14th							
15th							

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down			PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
	Interrogation	Sm Unit Tactics	
Archaic	Armed	Sports	Warp Drive Tech
	Intimidate		Zoology
H-T-H	Lang		
		ST Cbt Tac/Str	
Modern		ST Comm Proc	
		ST Comm Tech	
Computer Op	Law	ST Engineering	
Computer Tech		ST Helm	
Culture	Leadership	ST Navigation	
	Life Support Tech	ST Security	
Dmg Ctrl Proc	Materials Science		
Def Shield Tech	Mechanics		

Chapter 1: Enlisted and N.C.O. Creation

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**
 ~ NO RE-ROLLS ~

For **LUC** and **PSI**, roll straight percentiles (d%)

Choose or roll from the list below

~ OR ~

Design a new Species in
consultation with the GM.

Apply the Attribute modifiers for
your Species choice. This is the
ONLY circumstance where
Attributes may rise above 99.

Roll	Species	STR	END	INT	DEX	CHA	COOL	LUC	PSI
1	Andorian	+10	+10				+15	-20	-20
2	Caitian	-05			+15	+05	+20		-30
3	Edoan	-05	-05		+20		-15	-15	-35
4 - 8	Human								-30
9	Tellarite	+10	+10			-20	-15	-20	-40
0	Vulcan	+20	+10	+10		-15	+30	-40	

Enlisted Personnel
are required to
maintain STR,
END, INT, DEX,
CHA and COOL
of 45+ each.

CONDITIONAL BONUS POINTS

Roll percentiles,
divide by three,
round down.

1. No more than 10 points may go to any one Attribute
2. No Attribute may modify above 99.
3. Only Vulcans may alter their PSI with Bonus Points.

Note: COOL, LUC, PSI are all Max 99 regardless of species.
No Attribute may modify below 01.

Pre-Enlistment Life

To create your Family Backstory,
refer to pages 67 - 79, now or later.

Continue here by dicing on these next
two lists, representing your education
prior to Starfleet.

1. Divide your INT by 10, round up.
2. Split that many d10 rolls
between the two tables.

All sums are cumulative
but may not breach 99.

Personal Development	Formal Education
Administration	Archaeology
Art (s)	Astronomy/Astrophysics
Carousing	Chemistry
Gaming	Computer Operation
Instruction	Computer Technology
Language (s)	Culture (s)
Combat (s)	Ecology
Sports (s)	Electronics
Streetwise	Federation History
Survival (s)	Federation Law
Vehicle Operation (s)	Physics
Trivia (s)	Science (s)

You may take multiple rolls in any skill(s).
You may petition for skills not on these lists.



Chapter 2: Starfleet Command

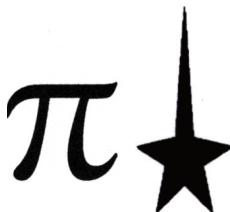
Basic Training

Add the following sums to your character sheet.

Administration	10	Damage Control Proc	15
Combat (H-T-H)	10	Life Support Tech	10
Combat (Marks Mod)	10	Sm Equip Tech	10
Computer Operation	10	ST Services	10
Computer Technology	15		

Service Branches

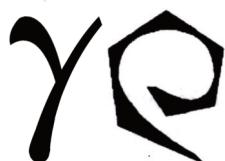
COMMAND



SCIENCES



SERVICES



Starfleet maintains 3 primary Service Divisions encompassing 8 Branches. Choose one to **MAJOR** in and add those sums.

Helm

Electronics	20	Deflector Shield Tech	15
ST Comm Proc	10	Electronics	10
ST Helm	10	ST Comm Tech	10
ST Navigation	10	ST Helm	10
ST Sensors	10	ST Navigation	10
ST Weapons Op	20	ST Weapons Op	15
ST Weapons Tech	20	ST Weapons Tech	20
		Warp Drive Tech	10

Science

Chemistry	10	Admin	10
Enviosuit Op	10	Biology	15
Life Support Tech	15	Botany	10
Physics	10	Enviosuit Op	15
Sm Equipment Tech	20	Life Support Tech	15
ST Sensors	20	Medicine (s)	Total 20
Science related Skill (s)	15	ST Sensors	15

Communications

Electronics	10	Deflector Shield Tech	10
Sm Equip Tech	15	Electronics	10
ST Comm Proc	10	Enviosuit Op	10
ST Comm Tech	20	Life Support Tech	10
ST Sensors	20	Sm Equip Tech	10
ST Services	10	ST Engineering	20
Transporter Tech	15	Transporter Tech	15
		Warp Drive Tech	15

Security

Admin	10	Administration	15
CBT, Marks Modern	15	Damage Control Proc	15
CBT, Armed (s)	10	Life Support Tech	15
CBT, H-T-H	15	Language (s)	Total 20
Federation Law	15	ST Services	20
Sm Unit Tactics	15	Transporter Op	15
ST Security	20		

With your Branch

Skills added

Roll 5d10 additional
Branch skills.

Lastly, add

1d10 per 20pts INT.
Rolls go to any skill,
new or old.

Chapter 3: Service Record

Optional: When rolling 'Military', Vulcans and Edoans may choose 'Academy Instructor' or GM may allow shifting the roll to Exploration or Colonization for the pacifistic nature of these two species.

Active Duty Tables

The Who, What, Where, When and How Well you served.

Roll 1d10 with the following modifiers. This is the number of Terms served prior to the game. Mark the number on your sheet and for each term repeat Steps 1 - 3. Consult the GM if you wish to roleplay a more veteran or green character.

Recruit	*	Chief Petty Officer	+3
Enlisted, 2nd/1st Class	-	Senior Chief Petty Officer	+4
Petty Officer, 2nd Class	+1	Master Chief Petty Officer	+5
Petty Officer, 1st Class	+2	Warrant Officer	+6

*The rank of 'Recruit' is equivalent to Cadet for Officers. Recruits are one-year, one-term ranks only. You either make it to Enlisted, 2nd or 1st Class at the end of that year or wash out of Starfleet entirely. No second chances as a Cadet has. A Recruit can catch the O.C.S. option if rolled on that first term. A POOR Efficiency roll means wash-out is automatic. Starfleet will keep any Average or better Recruit to work the furnaces. A PO Recruit is bottom of the bottom.

1. Assignment

Roll	Posting	Modifiers
01 - 10	Starship *O.C.S. Option, p49	INT 70+ -10
11 - 20	Exploration	60 - 69 -05
21 - 35	Military	LUC 70+ -10
36 - 60	Colonization	60 - 69 -05
61 - 80	Merchant Marine	Starship -10
81 - 00	Starbase Duty	Exploration -05
		Military -05
		PO previous assignment only +20

2. Duration Roll 1d10/2 round up or down. This is years-spent at each post.

3. Efficiency Your rating here may override your next assignment in Step 1. Be sure to note the 2-letter Efficiency Rating on your sheet.

Rating	Result	Modifiers
EXemplary	≤ 01 Choose your next Assign	INT 80+ -10
OUtstanding	02 - 10 Stay at Current Assign*	70 - 79 -05
AVerage	11 - 80 Roll Assign per Step 1	LUC 80+ -10
POor**	81 + +20 on next Assign Roll	70 - 79 -05
		Starship -05

* If you want a transfer, roll LUC. SUCCESS converts your OU to AV with your next assignment rolled per Step 1. FAIL continues at your current assignment with your OU rating turned to AV for the paperwork invoked. Think of it as a 'thank you', from the Yeomanry. By the way, how do you take your coffee again?

** See page 61, Enlisted/NCO Medals, Awards & Honorifics for more on PO ratings.

Efficiency can be averaged over the Term for more exacting ideas.

Example. A PO five-year term could not have been all bad. Could it? One year may have been EX or a few OU's or AV were flushed by some or one big ol' PO.

Chapter 4: Skill Sets

Accumulated Learning Experience

Every year of Active Duty gets 1d10 skill rolls.

To this number, add the following modifiers.

These rolls may be put into any skill, new or old.

Modifier		Additional Rolls
INT	90+	3
	70 - 89	2
	60 - 69	1
LUC	90 +	3
	70 - 89	2
	60 - 69	1

Officer Candidate School
If your STR, END, INT, DEX, CHA and COOL are all 55+ and you roll 'Starship', make a LUC roll.

If fail, proceed with the normal Enlisted/NCO generation.

If Successful, compare the Academy and Basic Training skill sets and add the 50pt difference to your character sheet as well as the 100pt difference from your Branch specialty.

From there, bypass Cadet Cruise and sign on to your next tour as an Ensign or Yeoman under the Officer Generation rules. For money, divide the years appropriately.

Starship	1 per 2 years on board, round down.
Starbase Duty	1 per year on Gaming, Gambling or Streetwise
In Hospital	1 per year on Gaming, Gambling or Trivia (s)

Chapter 5: Life's a Lil' Details

For your Age and starting Creds, consult; [page 56, The Time/Money Continuum](#)

For every Term on a Starship, consult; [page 57, Starship Disposition](#)

For every Term of Active Duty, consult; [page 61, Enlisted/NCO's Medals, Awards and Honorifics](#)

For Basic Training and every Active Duty Term, consult; [page 64, Lifepath and Events](#)

For your Family History, consult; [page 67, Heredity and Family Status](#)

For Homeworld ideas, consult; [page 68, Federation Homeworlds](#)

For Blank sheets and forms, consult; [page 81, or Supplement 10, Character Sheets](#)

-Finally -

What's your Name? What's your Weight, Height, Eye and Hair color?
Anything else we're Forgetting?

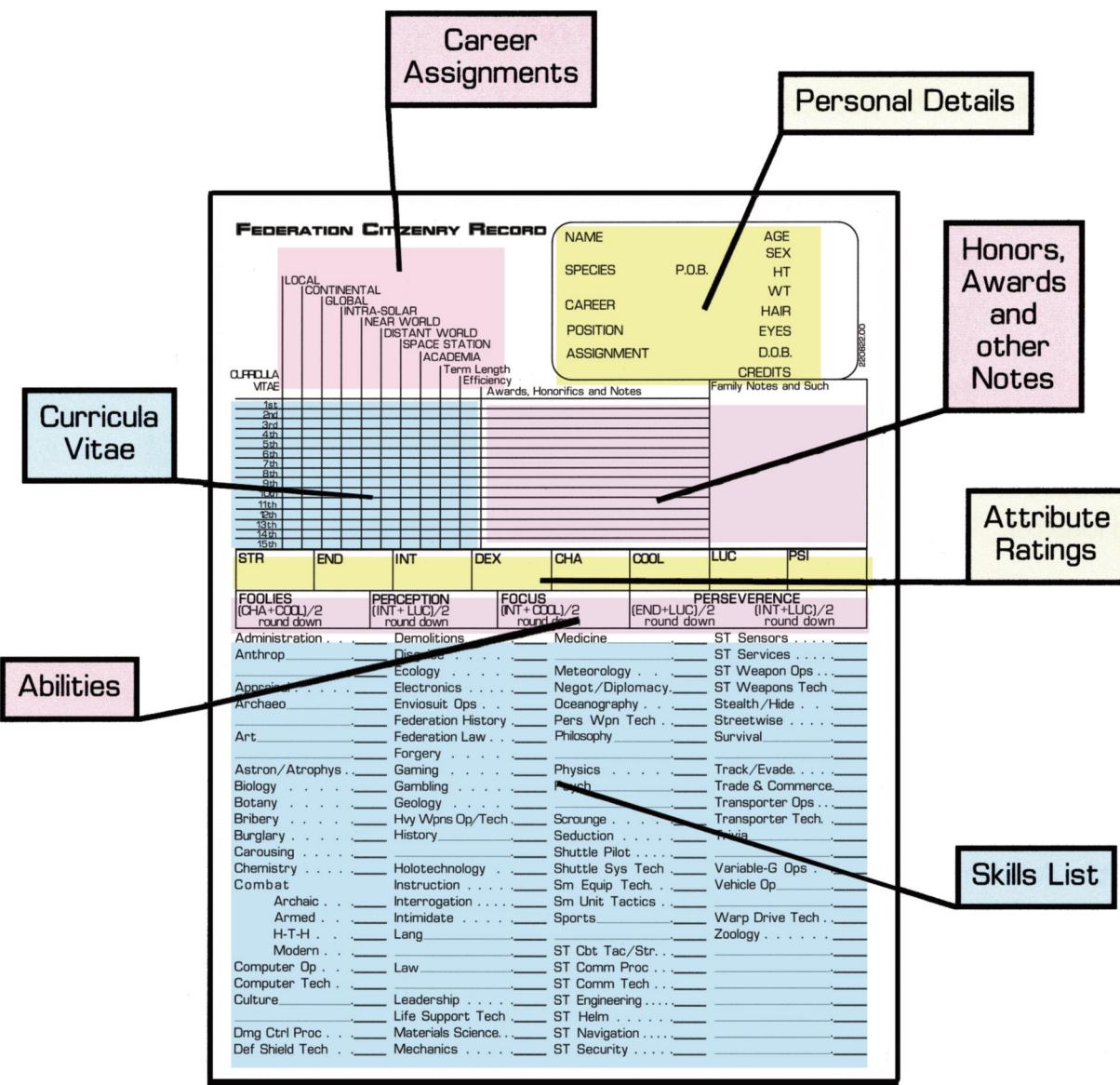
To the Women and Men of Starfleet.

Please accept our congratulations and thanks for your continuing service to the Peoples of the United Federation of Planets.

May you Live Long and Prosper.

-The Peoples of the United Federation of Planets

Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.



Federation Citizenry Character Sheet

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

FEDERATION CITIZENRY RECORD

Chapter 1: Federation Citizenry

Roll 3d10+40 for each of **STR, END, INT, DEX, CHA** and **COOL**
 ~ NO RE-ROLLS ~

For **LUC** and **PSI**, roll straight percentiles (d%)

Choose or roll from the list below

~ OR ~

Design a new Species in consultation with the GM.

Apply the Attribute modifiers for your Species choice. This is the ONLY circumstance where Attributes may rise above 99.

Roll	Species	STR	END	INT	DEX	CHA	COOL	LUC	PSI
1	Andorian	+10	+10				+15	-20	-20
2	Caitian	-05			+15	+05	+20		-30
3	Edoan	-05	-05		+20		-15	-15	-35
4 - 8	Human								-30
9	Tellarite	+10	+10				-20	-15	-20
0	Vulcan	+20	+10	+10			-15	+30	-40

To roll an exceptional figure, use SF Officer Generation rules and continue with the Pre-Academy, then return here and continue with Ch2, Collegiate Times.

Apply the Attribute modifiers for your Species choice.

CONDITIONAL BONUS POINTS

Roll percentiles, divide by four, round down. 1. No more than 10 points may go to any one Attribute
 2. No Attribute may modify above 99.
 3. Only Vulcans may alter their PSI with Bonus Points.

Note: COOL, LUC, PSI are all Max 99 regardless of species.
 No Attribute may modify below 01.

Pre-College Life

If at this time you would like to generate the details of your youth, family and Homeworld, refer to pages 67 - 79 now.

These two lists represent your education prior to Starfleet Academy. Divide your INT by 10 and round up. Roll that many d10 on each table.

All sums are cumulative but may not breach 99.

Personal Development	Formal Education
Administration	Archaeology
Art (s)	Astronomy/Astrophysics
Carousing	Chemistry
Gaming	Computer Operation
Instruction	Computer Technology
Language (s)	Culture (s)
Combat (s)	Ecology
Sports (s)	Electronics
Streetwise	Federation History
Survival (s)	Federation Law
Vehicle Operation (s)	Physics
Trivia (s)	Science (s)

You may take multiple rolls in any skill(s).
 You may petition for skills not on these lists.

Medical Doctors

Skip Basic Curricula, entering 'College' after 3yrs Medical School.

Registered Nurses

Skip Basic Curricula, entering 'College' after 2yrs Medical School.

MEDICAL SCHOOL

Doctors get Medicine (native) 40 plus 110pts amongst the table.
 Nurses get Medicine (native 25) and 75 pts on the following table.
 Points may be combined. Nurses with Med (any) 40+ are Doctors, take care.

Biology (s)	Oceanography
Botany	Physics
Chemistry	Psych (s)
Culture (s)	Sm Eq Tech
Ecology	Variable-G Ops
Enviosuit Ops	Zoology
Life Support Tech	Custom Specialty
Medicine (s)	

Chapter 2:

Collegiate Times

Pick a Profession

Anything existing today or in the future. If it's similar enough to an existing table of skills, use that; Engineering, Science, Medical, etc.

Basic Curriculum

High School/Tradecraft

With the GM, devise a 150 point pool of skills to distribute among on the following condition that one increment be 35 and the others may be any mix of 15's and 10's each.*

Advanced Curricula

College/University

With the GM, devise a 200 point pool of profession-specific (College Major) skills distributed by 40, 30, 25, 20, 20, 15, 15, 15, 10, 10 increments*.

Additional Curriculae

College Minor

Available to INT 70+. Akin to taking a College Minor. In this case, you are adding one year of additional study to your life for 100 skill points. With the GM, assign those in any combination of 10 and 15 point increments to the specialty. No skills may overlap with your chosen Major from Advanced Curricula. Accelerated may take on Additional Curriculae.

Accelerated Curricula

Master's/ PHD

Available to INT 80+. With the GM, assign 100 additional points in any combination of 10 and 15 point increments to your Advanced Curricula skills. This training is akin to schools such as the Daystrom Institute for Computer Sciences. Every field has its prestigious places of learning. This learning takes place in the same time-span of 'College', as Basic and Advanced Curricula combined.

* You may not split individual point totals, but may combine them *if* put into (s) skills such as Art (s), Culture (s), Language (s) etc. Combining two Art (s) 15's becomes one Art (Total) 30.

What's the difference? Points assigned to (s) cannot be split. Points assigned to (Total) can be split any way desired. Art (s) 15 is 15pts to one specialty. Art (Total) 30 can be one specialty at 30pts or up to thirty specialties at 1pt each. You choose.

With your Professional Skills added,
Roll 10d10 for additional Professional skills.

Once done, add 1d10 per 10pts INT.
Rolls may go to any old or new skills.

Retired Starfleet have served a minimum of 20 years before entering civilian life. Retirees enter the citizenry at a commensurate position to their skill and experience, making valuable consultants over a range of professions and circumstances. Retirees skip the Citizenry process thru to Curricula Vitae which is rolled as instructed.

Chapter 3: Curricula Vitae

Career Tables The Who, What, Where, When and How Well you did.

Roll 1d10 with the following modifiers. This is the number of Terms served prior to the game. Mark the number on your sheet and for each term repeat Steps 1 - 3. Consult the GM if you wish to roleplay a more veteran or green character.

Pie-eye Novice	- 1	Mid-career	+3
Fresh-faced Newbie	-	Mid-career	+4
Early-career	+ 1	Senior-career	+5
Early-career	+ 2	Senior-career	+6

A Starfleet Retiree has their Active Duty Terms plus the above, sans 'Pie-eye'.

1. Assignment

Roll	Posting
01 - 12	Local
13 - 24	Continental
25 - 37	Global
38 - 50	Intra-solar
51 - 62	Near World, 1d10 L.Y.
63 - 75	Distant World, 10d10 L.Y.
76 - 87	Space Station
88 - 00	Academia

There are no modifiers to this table as they are all equally valuable in their potential. One need not accept a job posting wherever rolled for. Consult your GM as to custom-tailoring.

2. Duration

Roll 1d10/2 round up or down. This is years-spent at each post.

3. Efficiency

Your rating here may override your next assignment in Step 1. Be sure to note the 2-letter Efficiency Rating on your sheet.

Rating	Result	Modifiers
EXemplary	≤ 01	Choose your next Assign
OUtstanding	02 - 10	Stay at Current Assign
AVerage	11 - 80	Roll Assign per Step 1
POor	81 +	
		INT 80+ -10
		70 - 79 -05
		LUC 80+ -10
		70 - 79 -05

Efficiency can be averaged over the Term for more exacting ideas.

Example. A PO five-year term could not have been all bad. Could it? One year may have been EX or a few OU's or AV were flushed by some or one big ol' PO.

Chapter 4: Skill Sets

Accumulated Learning Experience

Every year of Terms gets 1d10 skill roll.

To this number, add the following modifiers.

These rolls may be put into any skill, new or old.

Modifier		Additional Rolls
INT	90+	3
	70 - 89	2
	60 - 69	1
LUC	90 +	3
	70 - 89	2
	60 - 69	1



Chapter 5: Life's Lil' Details

For your Age and starting Creds, consult; **page 56, The Time/Money Continuum**

For College and every Term, consult; **page 64, Lifepath and Events**

For your Family History, consult; **page 67, Heredity and Family Status**

For Homeworld ideas, consult; **page 68, Federation Homeworlds**

For Blank sheets and forms, consult; **page 81, or Supplement 10, Character Sheets**

Academic Honors. From degrees, stipends, honoraria, rolls, tenures, keynotes to board memberships and many other options, this game system has not adapted an Awards Table to grant such titles at this time.

- Finally -

What's your Name? What's your Weight, Height, Eye and Hair color?

Anything else we're Forgetting?



Time/Money Continuum

The Time/Money Continuum

Age	Species	Base	Critical	Max
	Andorian	32	85	196
	Caitian	16	45	109
	Edoan	28	75	175
	Human	18	50	120
	Tellarite	18	50	120
	Vulcan	42	110	245

Ask your GM for the year and subtract your age for your Date of Birth.

The Aging Formula

Max Age = (Critical x 2) + (20% Critical) +1d10
Starting Age = (40% Critical) - 2.

Retirement

Starfleet Personnel may resign at any time. To earn Retirement Benefits, personnel must serve a minimum 20 years good service to earn half their current pay as their pension. Beginning with 31st year of service an additional 5% is added so that a full-pay pension is earned at 40 years service.

CREDITS TO NAVY BEANS

1. Find your Rank and multiply your Pay by 3.

RANK	PAY
Flag	4800
Commodore	4000
Captain	3400
Commander	2800
Lt. Commander	2400
Lt.	2000
Yeoman 1 st Class	1900
Lt. J.G.	1800
Yeoman 2 nd Class	1700
Ensign	1600
Yeoman 3 rd Class	1500
Warrant Officer	1200
Master Chief P.O.	1000
Senior Chief P.O.	800
Chief Petty Officer	700
Petty Officer, 1/2CI	600
Enlisted 1/2 Class	500
Recruit	400

Regardless if the LUC is successful, the rolled number is also subtracted from Species Max!

2. Roll 1d10/2 don't round and apply the die modifiers. The resulting number may not go below 1 or above 5.

MODIFIERS

LUC 90+	-2	Gambling 50+	-1
70+	-1	Trade &	
40-	+1	Commerce 50+	-1

3. Divide your Multiplied Pay by this modifier.

4. Multiply that result by 1/2 (don't round) your Active Duty years.

5. This is your life's savings in Credits.

For Federation Citizenry, the GM shall determine the commensurate rank to find an appropriate Pay grade.

To your Species Base Age, add the following.

What / Where	Years
Academy	4
College	4
Doctor, M.D.	3
Nurse, R.N.	2
Basic Training	2
Add'l Curriculae	1
Minor Branch	1
per Cadet Cruise	1
Active Duty Terms	n
Curricula Vitae	n
O.C.S.	2
Contact Team	1
Dept Head	1
Command School	2*

* unless 1st go to Dept Head in which case Command is 1yr and Dept Head is 1yr for 2 total.

Critical Aging Effects

After every full 10 years over your Critical Age, subtract 1d10 each from STR, END and DEX unless a LUC save is made with a cumulative -10 per 10 years over Critical Age.

Or you can roll per year with a cumulative -01, risking 1pt loss per year instead of 1d10 over 10yrs.

Starship Disposition 2240 - 2268

Slide the years forward or back to fit your campaign.

*While Intrepid is primarily Vulcanian, non-Vulcan Officers do serve aboard.
Consult your GM.

Note: If you roll Starship in 2267, roll on the 2266 chart. If you roll a destroyed Starship, make a LUC roll. If Successful, you were transferred off the ship before its destruction. If Failed, your best friend, relative or other was killed.

If you were previously assigned to one of those ships, you were transferred out for whatever reason sometime before their destruction.

	Constitution	Republic	Intrepid*	Farragut	Excalibur	Exeter	Constellation	Enterprise	Potemkin	Hood	Lexington	Yorktown	Defiant	Kongo	Eagle		
2240	01-40	41-75	76-00														
2241		SHAKEDOWN		01-00													
2242	01-17	18-35	36-50	S	51-67	68-78	79-00										
2243	01-10	11-20	21-30	31-45	SHAKEDOWN		46-60	61-75	76-90	91-00							
2244	01-10	11-20	21-30	31-40	41-50	51-60	61-70	SHAKEDOWN			71-85	86-00					
2245	01-08	09-15	16-22	23-29	30-36	37-45	46-56	57-63	64-76	77-89	90-00	SHAKEDOWN					
2246	01-08	09-15	16-21	22-30	31-37	38-46	47-54	55-62	63-70	71-78	79-86	87-93	94-00				
2247	01-07	08-14	15-22	23-30	31-38	39-46	47-54	55-62	63-70	71-78	79-86	87-94	95-00				
2248	01-07	08-14	15-22	23-30	31-38	39-47	48-54	55-62	63-70	71-78	79-85	86-94	95-00				
2249	01-07	08-14	15-21	22-29	30-38	39-47	48-54	55-62	63-70	71-78	79-85	86-93	94-00				
2250	01-05	06-10	11-15	16-22	23-28	29-34	35-45	46-56	57-67	68-78	79-89	90-94	95-00				
2251	REFIT			01-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-00				
2252	01-08	09-16	17-24	REF	25-33	34-42	43-51	52-60	61-69	70-78	79-87	88-94	95-00				
2253	01-10	11-20	21-30	31-40	REFIT		41-50 Talos IV	51-60	61-70	71-80	81-90	91-00					
2254	01-11	12-22	23-34	35-46	47-58	59-70	71-82	REFIT			83-94	95-00					
2255	01-09	10-18	19-26	27-36 200 K.I.A.	37-46	47-56	57-66	67-76	77-86	87-92	93-00	REFIT					
2256	01-07	08-15	16-22	23-30	31-38	39-46	47-55	56-64	65-72	73-80	81-89	90-95	96-00				
2257	01-08	09-16	17-23	24-29	30-37	38-45	46-53	54-61	62-69	70-77	78-85	86-92	93-00				
2258	01-05	06-10	11-15	16-20	21-30	31-40	41-50	51-55	56-65	66-75	76-85	86-90	91-00				
2259	01-05	06-12	13-18	19-25	26-32	33-40	41-45	46-50	51-55	56-70	71-80	81-90	91-00				
2260	01-07	08-14	15-21	22-28	29-35	36-42	43-47	48-50	51-55	56-63	64-70	71-78	79-85	86-00			
2261	01-08	09-14	15-22	23-29	30-35	36-41	42-46	47-50	51-55	56-63	64-70	71-78	79-85	S	86-00		
2262	REFIT			01-09	10-18	19-27	28-36	37-45	46-54	55-64	65-73	74-82	83-91	92-00	S		
2263	01-05	06-10	11-15	REF	16-20	21-25	26-35	36-40	41-50	51-58	59-65	66-74	75-80	81-90	91-00		
2264	01-08	09-16	17-24	25-32	REFIT		33-41	42-50	51-58	59-66	67-75	76-83	84-91	92-00			
2265	01-15	16-22	23-29	30-38	39-50	51-60	61-67	REFIT			68-73	74-81	82-89	90-00			
2266	01-05	06-14	15-20	21-32	33-40	41-44	45-50	51-59	60-69	70-80	81-89	REFIT		90-95	96-00		
2267	Lost All Hands	01-18	Lost All Hands	19-24	Lost All Hands	Plague Ship Scrapped	25-32	33-45	Lost All Hands	Severe Damage	46-59	60-69	70-79	80-89	90-00		
2268		01-25		26-39			40-50	51-59			60-67	68-78	Lost All Hands	79-84	85-00		

Starship Disposition

Officer's Medals, Awards and Honorifics

For every Active Duty Term served, roll once on Table 1 with modifiers. Contact Team, Academy Instructor and Schools do not qualify due to the nature of the training regimen.

Table 1

≤ 01	MAJOR AWARD, Goto Table 2
02 - 05	MINOR AWARD, Goto Table 3
06 - 10	COMMENDATION, Goto Table 4
11 +	NO MENTION THIS TERM.

A note about POor Ratings.

Rolling MAJOR AWARD grants nothing as your PO rating precludes this honor.

If a COMMENDATION is rolled, you have actually received a REPRIMAND instead.

A PO rating can never achieve positive recognition during that Term.

Table 1 Modifiers

Assignment	Starship	-10
	ContactTeam	-05
	Exploration	-05
	Military	-10
	Starbase	+05
Efficiency	EXemplary	-10
	OUtstanding	-05
	AVerage	---
	POor	+10
Attributes	INT 80+	-10
	70 - 79	-05
	LUC 80+	-10
	70 - 79	-05
Rank	Admiral	-20
	Commo	-15
	Captain	-10
	Lt/Full Cmdr	-05
	Lt, JG. or Ens	+/-0

Exception: If a MINOR AWARD is indicated on Table 1 and a MAJOR AWARD then rolled on Table 3, roll on Table 2 and accept your Honors.

In this one case your PO rating is converted to EX for that term and the award given. Modify your sheet as needed. This is one of two instances where this chart supercedes your Service Record.

Table 2

Major Award (Goto Table 5.1 next)

For Exemplary Service to the Federation, you are awarded:

01	Medal of Honor, with Cluster
02	Medal of Honor, First Class
03 - 04	Legion of Honor, with Cluster
05 - 06	Legion of Honor, First Class
07 - 20	Grankite Order of Tactics, Captains only, re-roll
21 - 30	Starfleet Decoration for Conspicuous Gallantry
31 - 40	Starfleet Decoration for Gallantry
41 - 50	Starfleet Decoration for Conspicuous Valor
51 - 60	Starfleet Decoration for Valor
61 - 75	Starfleet Honor Roll
76 - 00	2 Minor Awards. Roll twice on Table 3, ignore rolls of 01-02.

Table 3

Minor Award (Goto Table 5.1 next)

For Superior Service to the Federation, you are awarded:

01 - 02	Major Award, Goto Table 2
03 - 06	Karagite Order of Heroism
07 - 10	Prantares Ribbon of Excellence
11 - 15	Starfleet Citation for Conspicuous Gallantry
16 - 23	Starfleet Citation for Gallantry
24 - 30	Starfleet Citation for Valor
31 - 70	Starfleet Purple Heart, Goto Table 5.3
71 - 85	Gold Palms
86 - 00	Silver Palms

Table 4

Commendation (Goto your next term assignment)

You have received a Commendation for your Excellent Service to the Federation. Commendations are typically awarded for a particular reason such as the innovative use of a skill, a novel solution to a problem or otherwise meritorious behavior deserving of official note. Consult with the GM for specifics.

01	Major Award, Goto Table 2
02	Minor Award, Goto Table 3
03	Special Award, Goto Table 5.2
04 - 00	A by-the-book Commendation for good services rendered.

Table 5.1

Attachments

Major and Minor awards may have the following Appurtenances and Devices attached to them. For every award received, roll below and note that the Medal and Legion of Honors are immune to the effects of this table.

01 - 02	Cluster, Highest form of an award
03 - 05	Class of Excellence
06 - 10	First Class of an Award
11 - 20	Second Class of an Award
21 - 00	No attachment

Table 5.2

Special Awards

These include but are not limited to Honors such as Starfleet Branch Decorations and non-Starfleet Awards such as from Planetary Governments, Councils, various Associations and other such notable and noble institutions. The GM will decide the specifics.

Table 5.3 The Purple Heart

Roll	What happened?
01 - 10	Mortal Wound* You live, but damage is too severe for healing. PERMANENTLY lose 10d10 from one (or more) Attributes. Points so lost can never be regained no matter the training.**
11 - 25	Major Wound*** If <u>very</u> bad, damage may be split across Attributes in consultation with the GM.
26 - 50	Serious Wound Lose 1d10 from one Attribute, <i>per Mortal</i> Wound. Can be regained with training, but Species Maximum is forever out of range.
51 - 00	'Tis but a scratch. Lose 1d10/3 rd from STR, END <i>or</i> DEX. Can be regained with training and without penalty.
	'Tis but a scratch. Take your crummy medal and get outta here. Actual sick people needed that bed. Jerk.

* A Mortal Wound may not necessarily kill, but could likely lead to the immediate retirement or permanent hospitalization of the character. Immediate GM consult required.

** You are Mortally struck in an accident. Roll 1d10 for the Attribute affected.

1 - 2 STR (odd) or END (even)

3 - 4 INT (odd) or PSI (even)

5 - 6 DEX

7 - 8 CHA

9 - 0 COOL

10d10 damage is subtracted from your Species Max (or 99), not your rating.

You roll to see that your **STR** Attribute is affected and by a 50 point loss! Ooof! Your pre-accident STR is (was) 70.

Subtracting 50pts from your Human Max of 99 is your new STR 49.

That difference is 21 pts lost to your STR 70 and you can never raise your STR 50+.

If the roll were 20pts lost, that makes a STR 79, leaving your STR 70 as technically unaffected. However, the damage to your musculature and body is such that you can never train to STR 80+.

*** A Major Wound subtracts 1d10 from both your current Attribute score AND your Species Maximum.

In this case, your current damage can be healed with training, but you can never break that lost Maximum value.

THESE RESULTS RETROACTIVELY MODIFY YOUR TERM ASSIGNMENT.

Term duration stands pat as you are transferred to hospital for the remainder. On your sheet, mark Starbase Duty in the same Term as the wounding occurred.

Once sufficiently healed, you are put on staff as an Instructor or other duties for the balance of the term.

In all cases, your next term remains as was as long as you are able to still meet Starfleet minimum standards.

Enlisted/NCO Medals, Awards and Honorifics

Enlisted and NCO's Medals, Awards and Honorifics

For every Active Duty Term served, roll once on Table 1 with modifiers. Contact Team, Academy Instructor and Schools do not qualify due to the nature of the training regimen.

Table 1

< 01	MAJOR AWARD, Goto Table 2
02 - 03	MINOR AWARD, Goto Table 3
04 - 05	COMMENDATION, Goto Table 4
06 +	NO MENTION THIS TERM.

Table 1 Modifiers

Assignment	Starship	-10
	ContactTeam	-05
	Exploration	-05
	Military	-10
	Starbase	+05
Efficiency	EXemplary	-10
	OUtstanding	-05
	AVerage	---
	POor	+10
Attributes	INT 80+	-10
	70 - 79	-05
	LUC 80+	-10
	70 - 79	-05
Rank	Warrant	-20
	M.C.P.O	-15
	S.C.P.O.	-10
	C.P.O	-05

A note about POor Ratings.

Rolling **MAJOR AWARD** grants nothing as your **PO** rating precludes this honor.

If a **COMMENDATION** is rolled, you have actually received a **REPRIMAND** instead.

A **PO** rating can never achieve positive recognition during that Term.

Exception: If a **MINOR AWARD** is indicated on Table 1 and a **MAJOR AWARD** then rolled on Table 3, roll on Table 2 and accept your Honors.

In this one case your **PO** rating is converted to **EX** for that term and the award given. Modify your sheet as needed. This is one of two instances where this chart supercedes your Service Record.

Table 2

Major Award

For Exemplary Service to the Federation, you are awarded:

01	Medal of Honor, with Cluster
02	Medal of Honor, First Class
03	Legion of Honor, with Cluster
04	Legion of Honor, First Class
05 - 20	Starfleet Decoration for Conspicuous Gallantry
21 - 35	Starfleet Decoration for Gallantry
36 - 50	Starfleet Decoration for Conspicuous Valor
51 - 65	Starfleet Decoration for Valor
66 - 80	Starfleet Honor Roll
81 - 00	2 Minor Awards. Roll twice on Table 3, ignore a roll of 01.

Table 3 **Minor Award**

For Superior Service to the Federation, you are awarded:

01	Major Award, Goto Table 2
02	Karagite Order of Heroism
03	Prantares Ribbon of Excellence
04 - 10	Starfleet Citation for Conspicuous Gallantry
11 - 20	Starfleet Citation for Gallantry
21 - 30	Starfleet Citation for Valor
31 - 40	Starfleet Purple Heart, Goto Table 5.3
41 - 70	Gold Palms
71 - 00	Silver Palms

Table 4 **Commendation (Goto your next term assignment)**

You have received a Commendation for your Excellent Service to the Federation. Commendations are typically awarded for a particular reason such as the innovative use of a skill, a novel solution to a problem or otherwise meritorious behavior deserving of official note. Consult with the GM for specifics.

01	Minor Award, Goto Table 3
02 - 03	Special Award, Goto Table 5.2
04 - 00	A by-the-book Commendation for good services rendered.

Table 5.2 **Special Awards**

These include but are not limited to Honors such as Starfleet Branch Decorations and non-Starfleet Awards such as from Planetary Governments, Councils, various Associations and other such notable and noble institutions. The GM will decide the specifics.



Table 5.3 The Purple Heart

Roll	What happened?
01 - 15	Mortal Wound*
16 - 30	Major Wound***
31 - 60	Serious Wound
61 +	'Tis but a scratch.

*A Mortal Wound may not necessarily kill, but could likely lead to the immediate retirement or permanent hospitalization of the character. Immediate GM consult required.

** You are Mortally struck!

Roll 1d10 for the Attribute affected.

1 - 2	STR (odd) or END (even)
3 - 4	INT (odd) or PSI (even)
5 - 6	DEX
7 - 8	CHA
9 - 0	COOL

10d10 damage is subtracted from your Species Max (or 99), not your rating.

You roll to see that your **STR** Attribute is affected and by a 50 point loss! Ooof! Your pre-accident STR is (was) 70.

Subtracting 50pts from your Human Max of 99 is your new STR 49.

That difference is 21 pts lost to your STR 70 and you can never raise your STR 50+.

If the roll were 20pts lost, that makes a STR 79, leaving your STR 70 as technically unaffected. However, the damage to your musculature and body is such that you can never train to STR 80+.

*** A Major Wound subtracts 1d10 from both your current Attribute score AND your Species Maximum.

In this case, your current damage can be healed with training, but you can never break that lost Maximum value.

THESE RESULTS RETROACTIVELY MODIFY YOUR TERM ASSIGNMENT.

Term duration stands pat as you are transferred to hospital for the remainder. On your sheet, mark Starbase Duty in the same Term as the wounding occurred.

Once sufficiently healed, you are assigned staff duties for the balance of the term.

In all cases, your next term remains as was as long as you are able to still meet Starfleet minimum standards.

Lifepath and Events

For the Academy, each Cadet Cruise and Active Duty Term, roll 1d10 on this table

1 - 2	Lucky Dog/Headaches
3 - 5	Friends/Enemies
6 - 7	Romance
8 - 0	Nihil/Nada/Zip/Zilch -Oh my.

As adopted, adapted and fizzbin'd from
R. Talsorian's
Cyberpunk 2020
Lifepath Charts.
All Praises to
the Pondsmit.
Hail! Hail! Hail!

LUCKY DOG / HEADACHES: ROLL 1D10

1 - 5 Lucky Dog

- 1 Windfall Roll 1d10 x 1000cr
- 2 Big Creds Roll 1d10 x 10kcr
- 3 Senseii Add 2d10 to a new Cbt skill or 1d10 to an existing skill
- 4 Mentor Add 2d10 to a new skill or 1d10 to an existing skill
- 5 Trainer Add 1d10/2 rd to any Attribute, except LUC or PSI
- 6 Friend in Starfleet Command
- 7 Starbase Staffer owes you a favor
- 8 Call on Friendly Locals for a favor
- 9 Civilian Friend, Local base/station
- 0 Authority Friend on local planet

6 - 0 Headaches

- 1 Lose 1d10 x 100cr. Can't pay? I hear the sound of bone knitters working on your legs.
- 2 Brig/Prison. Local trouble or shipboard. You got out of it. Any lasting effects?
- 3 Illness. You caught something harsh. Any lasting effects?
- 4 Betrayed. Trusted ally in a personal or professional capacity turned on you.
- 5 Accident. Roll on page 60, Table 5.3. Adjust your Duty Terms with the GM.
- 6 Lover, friend or relative killed in the line of duty, died naturally or by other means.
- 7 Falsely accused of one thing or another. Set up personally or professionally.
- 8 More local trouble. Remember that time? No? Local authorities still have questions.
- 9 You ruffled the feathers of some big professional or bureaucratic so-and-so.
- 0 Relapse. Remember that *other* time you got real sick? No? Your body does.

1 - 5 Friend

- 1 Like a Big Brother/Sister
- 2 Like a Kid Brother/Sister
- 3 Like a Parent/Grandparent
- 4 Mentor
- 5 Colleague
- 6 Former Lover
- 7 Former Enemy
- 8 Relative
- 9 Childhood Friend
- 0 Common Interest

FRIENDS AND ENEMIES: ROLL 1D10

6 - 0 Enemy

- 1 Ex-friend
- 2 Ex-lover
- 3 Relative
- 4 Childhood Rival
- 5 Underling
- 6 Boss
- 7 Colleague
- 8 Starbase Staff
- 9 Planetary Official
- 0 Locals

Attitudes

- 1 - 4 They hate you
- 5 - 7 You hate them
- 8 - 0 It's Mutual



Why?

- 1 Lost face
- 2 Loss of lover, friend, relative
- 3 Major humiliation
- 4 Accused of cowardice or flaw
- 5 Caused physical harm
- 6 Roll page 60, Table 5.3
- 7 Deserter/Betrayal
- 8 Refused professional/personal
- 9 Don't like each other
- 9 Romantic rival
- 0 Foiled grand plans

Life Path and Events

A collage of Star Trek: The Original Series scenes showing various romantic interactions between characters.

Happy
What need say more?

ROMANCE:
Roll 1d10

1 - 4	Happy
5	Tragic
6 - 7	Problems
8 - 0	Fast Times

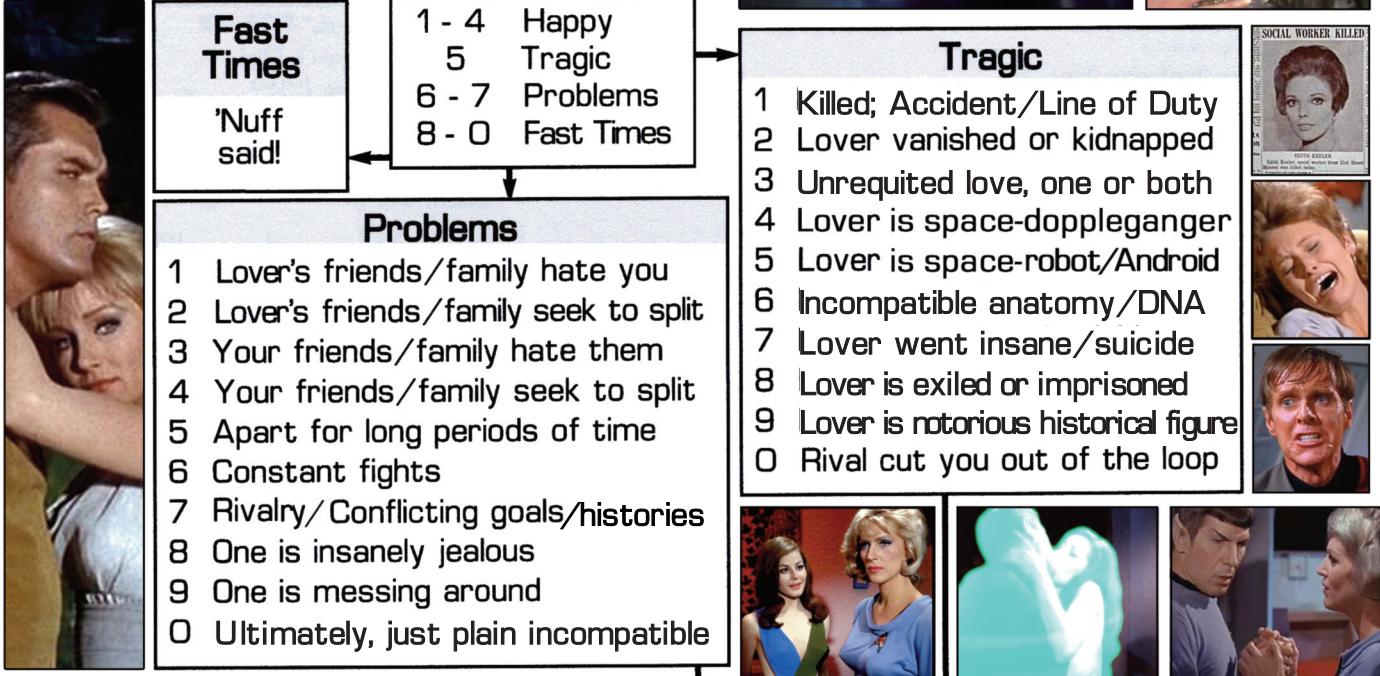
Fast Times
'Nuff said!

Problems

- 1 Lover's friends/family hate you
- 2 Lover's friends/family seek to split
- 3 Your friends/family hate them
- 4 Your friends/family seek to split
- 5 Apart for long periods of time
- 6 Constant fights
- 7 Rivalry/Conflicting goals/histories
- 8 One is insanely jealous
- 9 One is messing around
- 0 Ultimately, just plain incompatible

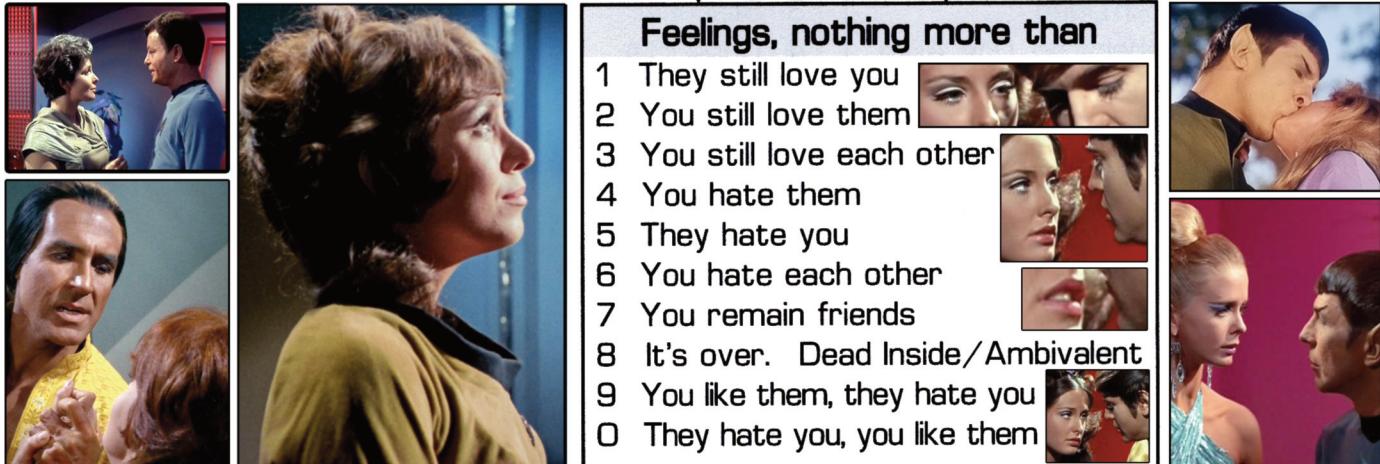
Tragic

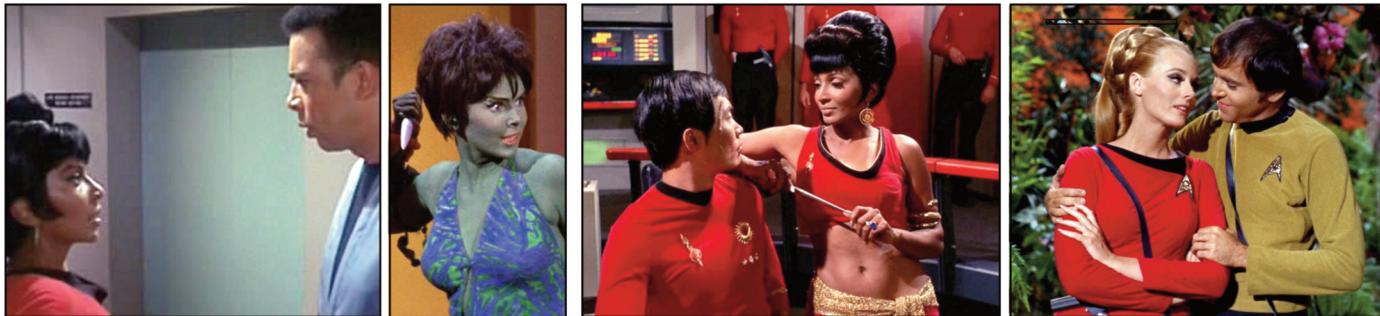
- 1 Killed; Accident/Line of Duty
- 2 Lover vanished or kidnapped
- 3 Unrequited love, one or both
- 4 Lover is space-doppelganger
- 5 Lover is space-robot/Android
- 6 Incompatible anatomy/DNA
- 7 Lover went insane/suicide
- 8 Lover is exiled or imprisoned
- 9 Lover is notorious historical figure
- 0 Rival cut you out of the loop

A collage of Star Trek: The Original Series cast members including Captain Kirk, Mr. Spock, and various female crew members.

Feelings, nothing more than

- 1 They still love you
- 2 You still love them
- 3 You still love each other
- 4 You hate them
- 5 They hate you
- 6 You hate each other
- 7 You remain friends
- 8 It's over. Dead Inside/Ambivalent
- 9 You like them, they hate you
- 0 They hate you, you like them

A collage of Star Trek: The Original Series cast members including Captain Kirk, Mr. Spock, and various female crew members.

A collage of Star Trek: The Original Series cast members including Captain Kirk, Mr. Spock, and various female crew members.

STAR TREK

THE ROLE PLAYING GAME

Pass the Dice

McCoy

Nichelle Nichols



Hereditry and Family Status

Hereditry and Family Status

All rolls on these Lifepath tables should be considered as suggestions to help bring your character into sharper focus. Consult with the GM for a more tailored experience. Apply fudge as needed to make a good story in consultation with your GM.

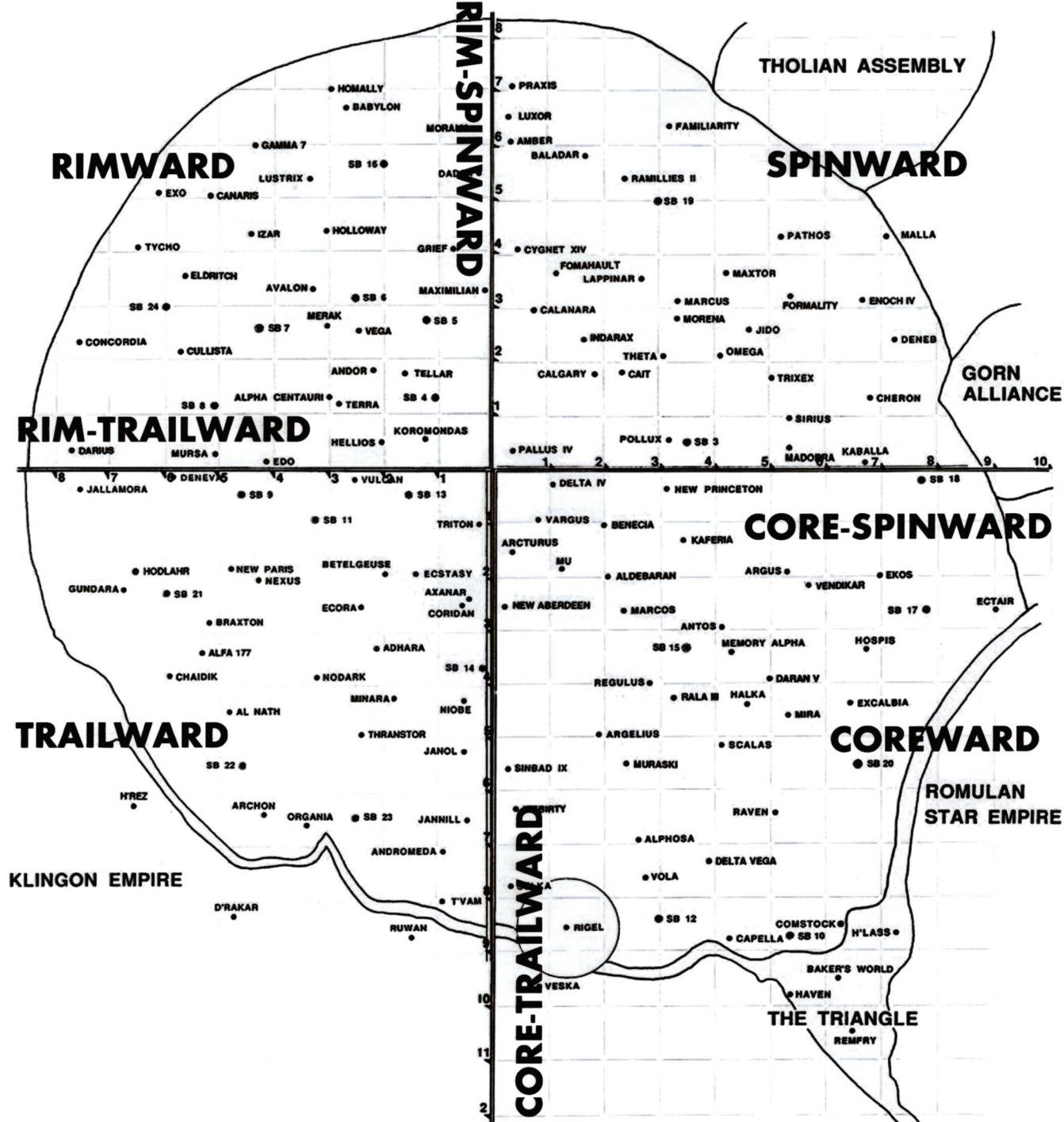
HOMEWORLD		Conditions	<i>As adopted, adapted and fizzbin'd from R. Talsorian's Cyberpunk 2020 Lifepath Charts. All Praises to the Pondsmit. Hail! Hail! Hail!</i>
1 Starbase*		1 - 2 Environmental Dome(s)	
2 Colony World, Lg/Sm*		3 - 4 Open air, Natural	
3 Primary Federation World		5 - 6 Open air, Terraformed	
4 Research Station, Lg/Sm*		7 - 8 Underground, Shallow/Deep	
5 Fringe World		9 - 0 Seafaring	
6 Lone Outpost*			
7 Shipwrecked, 1d10 years			
8 Shipboard			
9 Major Space Station*			
0 Non-Member World			
* Establishment as of Character's time there: Colony Worlds are 10d10 Years Old Outposts/Stations/Bases are 1d10 yrs/decades. <small>(GM Discretion)</small>			
FAMILY		Danger	
1 - 3 Common Folk		1 Lost All to Betrayal	
4 Leadership, Local/Planetary		2 Lost All to Mismanagement	
5 Bureaucrat/Diplomat		3 Exiled/Driven from Home	
6 Scientist/Researcher		4 Imprisoned, Only You Escaped	
7 Famous/Infamous		5 Vanished, Only You Escaped	
8 Law Enforcement/Criminal		6 Long Term Conspiracy/Org	
9 Starfleet/Federation		7 Died, Only You Survived	
0 Merchant/Nomadic		8 Scattered by Misfortune	
		9 Hereditary Feud	
		0 You Inherited Family Debt	
PARENTS		Roll for Each	
1 - 4 Both Alive			
5 - 6 One Dead			
7 - 8 Both Dead			
9 Separated, One Alive			
0 Separated, Both Alive			
Condolences		Living	
1 Died in War		1 - 6 Yes	
2 Died in Accident		7 - 9 No	
3 Died of Natural Causes		0 Unknown	
4 Estranged			
5 Have Amnesia			
6 Never Knew Them			
7 Hiding, Protecting You			
8 Gave you to Adoption			
9 Sold/Bartered You			
0 Raised by Relations			
Childhood		Age	
1 On the Street		1 - 4 Older	
2 Utopia		5 - 9 Younger	
3 Starfleet		0 Twin	
4 Outskirts			
5 Military Zone			
6 Post-War Cleanup			
7 Small Village			
8 Large City			
9 On the Water			
0 Restricted Zones			
Siblings		Feelings	
1 - 7 # Siblings		1 - 2 Dislikes You	
8 - 0 Only Child		3 Hates You	
		4 - 6 Neutral	
		7 Loves You	
		8 - 9 Likes You	
		0 Hero Worships	
Standing			
1 - 3 Active			
4 - 7 Passive			
8 - 0 Estranged			

Federation Homeworlds

This Appendix contains 700+ worlds to inspire you with a home for your character.

Many worlds have detailed descriptions in Book 3, Memory Bank Alpha. All worlds have basic information laid out here as to their location, population, size, resources and more.

EACH SQUARE EQUALS 20 PARSECS



INHABITED WORLDS

Roll percentiles against the following pages.
Each grouping has a different number of planets.
Divide that by 1d10 or simply choose one.

Name: The world's proper name.

System: The name of the planetary system in which the world resides.

Location: System's map coordinates.

Race: Predominant racial type [Andorian (Andor), Caitan (Cait), Alpha Centauri (Cent), Cygnian (Cygn), Deltan,

Edoan, Human or Humanoid, Mixed, Non-Humanoid (NHum), Tellarite (Tellar), or Vulcan].

Pop: Estimated population in billions of inhabitants as of 2/2306.01.

Status: Planet's current political status [associate Federation member (AS), full-status member (FS), Federation colony world (Col), independent world (Indep), quarantined world (Quar), or protected world under the Prime Directive (PDir)].

Profile: Major planetary concerns [agriculture (Ag), entertainment (En), cultural (Cl), industry (In), mining (Mn), naval support base for Star Fleet (Nv), shipbuilding (Sh), science (Sc), trade center (Tr), or other special or unknown considerations (X)].

Some planets do not make suitable choices.

FEDERATION PLANETARY SYSTEMS INHABITED WORLDS

	World Name	System Name	Location	Race	Pop	Status	Profile
01	Abyss	Abyss Alpha	3.72S 5.53W	Vulcan	1.10	AS	Ag Sc
	Adhara	Epsilon Canaris	3.53S 2.26W	Human	4.30	Indep	Sc
	Adoss	Gamma Emerata	2.21N 2.37E	Vulcan	0.25	Col	Ag Sc
	Aesa IX	Aesa	3.77N 3.26E	Vulcan	1.35	AS	In Sc Tr
	Albireo	Beta Cygni	3.27N 1.97W	Human	6.50	FS	Ag In
02	Aldebaran	Alpha Tauri	2.01S 2.01E	Human	7.25	FS	Cl In
	Alfa 177	Alpha Honorus	3.51S 5.26W	Human	0.04	AS	Cl In Sc Tr
	Alpha III	Alpha Canaris	0.93N 1.62W	Human	6.56	FS	Cl In Tr
	Alpha Majoris II	Alpha Majoris	2.82N 0.97W	Human	5.50	FS	Cl Tr
	Alpha Proxima II	Dnoes	0.21S 2.49W	Human	0.03	FS	Cl Sc Tr
03	Alpha Centauri	Al Rijil	1.27N 2.92W	Cent	21.50	FS	Cl Sc Sh Tr
	Altair	Alpha Aquilae	3.02N 0.99E	Human	7.00	FS	Cl In Tr
	Amber	Beta Rigalia	6.05N 0.27E	Cent	2.25	AS	Ag Nv Tr
	Amerind	Epsilon Beta	5.78N 4.52E	Human	0.05	PDir	X
	Anchor	Beta Hydra 378	5.90N 3.27E	Tellar	0.37	AS	Ag Nv Tr
04	Andor	Epsilon Indi	1.82N 2.22W	Andor	10.17	FS	Cl Nv Sh Tr
	Antares	Alpha Scorpii	2.02N 1.79E	Human	4.00	FS	Cl Nv Tr
	Antipathy IV	Antipathy	1.91N 2.25W	Andor	2.48	Col	Ag
	Antos	Socrati	2.99S 4.12E	Human	5.00	Indep	Sc
	Apollonia	Alpha Sigma	4.44N 6.37E	Mixed	1.38	Col	Ag IN
05	Aplithin	Pithecus Majorus	7.16S 2.40W	NHum	2.75	FS	Nv Sh Tr
	Arcturus	Alpha Bootis	1.48S 0.39E	Human	8.50	FS	Cl In Nv Tr
	Ardana	Mu Leonis	0.98N 6.12E	Human	2.25	FS	Cl Tr
	Argelius	Rho Magnin	5.18S 1.97E	Human	1.75	AS	Cl En Nv Tr
	Ariannus	Arianna	2.33N 3.39E	Human	0.01	AS	Cl Tr
	Avalon	Ceberhardt	3.25N 3.25W	Human	1.25	AS	Ag In Nv
	Axanar	Delta Orcus	2.46S 0.47W	Human	0.10	PDir	X
06	Babel	Wolf 424	3.98S 3.18E	Human	0.01	AS	X
	Babylon	Babylus	6.70N 2.75W	Mixed	0.0001	Col	In Nv Tr
	Baladar	Beta Indi	5.82N 1.77E	Andor	0.37	AS	Ag In Tr
	Barabas	Baran	4.42N 0.29E	Andor	7.59	FS	Cl Tr
	Bardex III	Bardex	2.02N 3.21W	Mixed	4.58	FS	Ag Cl Nv Tr
07	Barony	Zeta Hydra 281	4.77N 2.92E	Mixed	1.26	AS	Ag Mn Nv Tr
	Barsoom	Delta Gamma	1.01N 5.79W	Mixed	0.20	FS	Ag Mn Nv Tr
	Baxter's World	Beta Minora	3.47N 2.22E	Tellar	0.02	Col	Ag Mn
	Benecia	Delta Majoris	1.01S 2.01E	Mixed	0.27	FS	Ag Tr
	Berengaria V	Berengaria	2.98N 2.27E	Mixed	1.50	AS	Mn

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
08	Beta III	6-11	6.18S 4.82W	Human	6.00	AS	Tr
	Beta Prime	Beta Leonis	1.81N 2.73W	Andor	0.04	AS	Ag In Mn Tr
	Blackart	Alpha Vergoris	6.27N 3.52E	Tellar	0.01	Col	Mn
	Blithinia	Boron 437	6.02N 2.99E	Tellar	0.01	Col	Mn
	Bonanza	Aegis Aquilia	4.45N 4.47W	Mixed	0.35	AS	In Mn Nv Tr
09	Borigris	Borigrass	2.07S 3.82W	Mixed	2.48	AS	In Mn Tr
	Borom	Alpha Quarram	1.83S 4.22W	Andor	5.87	FS	Cl In Tr
	Braxton	Zeta Minoris	2.89S 5.17W	Andor	2.91	Col	Ag In Mn
10	Cait	Caitia	1.80N 2.16E	Cait	7.65	FS	Cl In Sh Tr
	Callista	Beta Aurigae	2.07N 5.82W	Vulcan	4.75	FS	Ag Tr
	Calsa	Wolf 346	1.77S 2.28W	Vulcan	3.25	FS	Ag In Tr
	Camus	Beta Tauri	1.07S 0.89E	Human	1.25	FS	In Nv
	Calanara	Beta Leonis	2.95N 0.77E	Vulcan	1.01	FS	In Nv
11	Calgary	Griswald 3489	1.75N 1.88E	Mixed	2.47	FS	Ag Nv Tr
	Canaris	Scorpi Maxima	5.05N 5.22W	Andor	2.00	FS	Ag Mn
	Candide	Candida	2.05N 6.14E	Human	0.75	Col	Mn Tr
	Canopus	Beta Geminorum	3.30N 1.27E	Andor	10.01	FS	Cl In Nv Tr
	Capella	Alpha Aurigae	8.75S 4.25E	Human	1.03	FS	In Nv
12	Castor Fields	Castora	0.64N 6.15E	Mixed	1.00	AS	Cl En Tr
	Castrola IX	Castrola	1.02N 5.89E	Mixed	0.78	AS	Ag Mn
	Cavala	Beta Forminia	3.72N 4.21W	Andor	5.33	FS	Ag Tr
	Cavalier	Calka	1.67S 0.51E	Human	0.12	AS	Ag Cl En
	Ceopus	Aecupus	5.09N 1.12W	Human	2.25	FS	Cl Tr
13	Cestus III	Cestus	3.29N 8.54E	Mixed	1.01	FS	Mn Tr
	Charlemagne	Aquila Scorpri	2.63N 7.66E	Human	1.15	FS	In Nv Tr
	Cheleb	Beta Ophiuchi	1.22N 4.27E	Tellar	4.01	FS	In Mn
	Cheron VI	Cheron	1.27N 6.78E	Human	1.00	FS	Ag Mn Tr
	Cochrane I	Zeta Riguli	2.73S 5.23W	Mixed	2.83	FS	Cl In Tr
14	Cochrane II	Gamma Delta 125	2.77N 3.36W	Mixed	1.48	FS	Ag Cl Nv
	Cochrane III	Delta Canarus	4.54N 4.73W	Andor	2.46	FS	Cl Tr
	Commissariate	Beta Trianguli	5.07N 2.25W	Mixed	1.56	AS	Ag
	Concordia	Gamma Palabus	2.36N 7.53W	Mixed	2.35	FS	Ag Cl Tr
	Coromindas	Corom	3.78N 3.22W	Tellar	2.33	FS	Ag Nv
15	Coridan	Danthos	2.70S 0.91W	Human	0.10	PDir	X
	Covdival	Cordival	7.22N 0.21E	Human	1.49	AS	Nv Tr
	Crassenia	Crovala 173	2.68S 2.44W	Tellar	2.00	AS	Mn
	Crassus	Ambiphon	2.78N 5.32W	Human	2.99	FS	Nv Tr
	Crater's World	Gamma Zeta IV	4.45S 6.01W	Human	0.01	AS	Sc
16	Cremindas	Beta Rigala	4.31N 4.22E	Deltan	1.10	AS	Cl Sc
	Crimilak	Alpha Coranda	3.77N 4.77E	Deltan	2.29	FS	Cl In Sc
	Cromidia	Gamma Ophiuchi	1.17N 6.91E	Human	1.12	FS	Mn Nv
	Curiosity	Pharos 625	2.47N 5.55E	Deltan	2.37	FS	Cl Sc
	Cyclopus	Verigus K	8.00S 6.82E	Human	0.12	AS	AG
	Cygnet XIV	Cygnus	4.05N 0.41E	Cygn	4.25	FS	Cl In Sc
17	Dadax	Dextera 273	5.47N 0.25W	Mixed	2.00	FS	Sc Tr
	Daidaem	Gamma Hydra 371	4.55N 0.78E	Mixed	3.25	FS	Cl Sc Tr
	Dalanda V	Dalanda	6.58N 1.72E	Mixed	1.37	AS	Mn Tr
	Danton Major	Danton	2.47N 4.32E	Deltan	2.38	FS	Cl In Sc Tr
	Daran V	Daran	3.88S 4.93E	Mixed	4.50	FS	Cl In Nv Sc
18	Darius III	Delta Darius	0.34N 7.78W	Deltan	7.25	FS	Cl En
	Darmal	Damius	0.66N 3.69E	Mixed	3.48	AS	En X
	Dartanian	Ti Che	4.68S 3.39E	Mixed	4.28	AS	Nv X
	Delta IV	Delta Principius	0.21S 1.02E	Deltan	8.52	FS	Cl
	Delta Vega	Trimordidion	7.27S 4.02E	Human	0.07	AS	In Mn Tr

Federation Homeworlds

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

19

World Name	System Name	Location	Race	Pop	Status	Profile
Democritus	Demos 372 Alpha	3.58S 3.74W	Human	2.48	FS	Cl In Nv
Demoiselle II	Demoiselle	3.22N 2.28E	Mixed	2.38	AS	Cl In
Deneb	Alpha Cygni	2.38N 7.22E	Mixed	5.50	FS	Cl Sc Tr
Deneva	Beta Darius	0.23S 5.79W	Mixed	2.50	FS	Cl In Cs Tr
Determination	Demarcation	0.37N 4.27W	Mixed	2.48	AS	Cl

20

Dimorus III	Dimorus	1.23N 3.27E	NHum	1.00	Indep	X
Diomede	Beta Aquilae	2.07N 2.98W	Mixed	2.48	FS	Nv Tr
Divestment	Formindas 743	2.38N 5.84W	Mixed	0.05	Col	Mn
D'livian VI	D'livian	1.48S 4.37W	Mixed	1.82	AS	In Tr
Doxi	Darlovian 277	2.81N 4.22E	Mixed	0.03	Col	En

21

Dundas	Ursula Apha 26	2.73N 3.77W	Mixed	1.38	FS	Cl Mn Tr
Dundee II	Dundee	3.28N 4.37W	Andor	2.17	FS	Nv Sc Tr
Duo III	Duosetel	2.11S 3.27E	Deltan	4.93	AS	Sc Tr

22

Earl Minor	Demos Majoris	2.43S 4.55W	Mixed	5.00	FS	Cl Sc
Ecora	Delta Vara	2.62S 2.33W	Cygn	2.46	FS	Tr
Ecstasy	Hydra Impora	1.92S 1.32W	Mixed	1.00	AS	En
Edo	Epsilon Minora	0.15N 4.11W	Edoan	7.87	FS	Cl In Tr
Egaran II	Egara 172	3.73N 3.72W	Cent	2.29	AS	Cl

23

Egross	Alpha Vega 272	1.37N 3.22E	Mixed	2.19	AS	In Tr
Ekos	M43 Alpha	2.02S 6.95E	Human	6.50	PDir	X
Elas	Tellun	8.58S 4.98E	Human	12.56	AS	Cl X
Elba	Quarius Nova	1.37N 6.69E	Mixed	0.0001	AS	X
Eldamas	Eldamas 344	2.47S 4.69W	Mixed	2.19	AS	Mn Tr

24

Eldorado	Eldamas 344	2.47S 4.69W	Mixed	1.00	AS	Mn Nv Tr
Eldritch	Delta Corondis	3.58N 5.58W	Tellar	2.92	FS	Cl En
Elevation	Epsilon Zeta	4.46N 4.46W	Human	2.88	AS	Cl Sc
Elorex	Eloras 375	2.32S 7.36W	Andor	0.19	Col	In Mn
Eminiar VII	Eminiar	2.15S 5.77E	Human	5.50	FS	Cl In Tr

25

Enarrom	Parsus Indi	3.45S 2.62W	Cent	3.27	FS	Cl Sc Tr
Enas	Gamma Minora 12	4.33S 5.67E	Cygn	4.37	FS	Cl Sc
Enasatar	Geminorum Pala	2.47N 4.61E	Tellar	0.01	Col	Mn
Enid VI	Vega Majoris	3.45N 6.55E	Mixed	1.57	AS	In
Enoch IV	Vega Majoris	3.45N 6.55E	Mixed	2.37	AS	In Tr

26

Escara	Delta Indi 668	3.22N 3.81E	Cygn	1.99	FS	Cl Sc Tr
Eternity	Alpha Eridani	4.55N 6.02E	Mixed	0.0018	AS	X
Etrólopar	Alpha Carina 17	3.99N 5.97E	Cygn	2.11	AS	Sc
Etross	Menaras 222	3.55N 4.75W	Human	3.98	FS	In Tr
Europa	Sol	1.23N 2.79W	Human	0.20	FS	Sh
Existence Point	Honora Minoris	5.53N 5.50W	Mixed	2.19	Indep	Cl

27

Falas	Danara 5986	4.77N 3.33E	Cygn	5.50	FS	Cl Tr
Falorin	Alpha Parsis 25	3.79S 4.51W	Mixed	2.33	AS	In Sc
Familiarity	Beta Maxim 437	6.31N 3.22E	Mixed	2.46	AS	Cl Sc Tr
Fellowship	Beta Maxim 437	6.31N 3.22E	Mixed	2.02	AS	Cl
Femininity II	Beta Maxim 437	6.31N 3.22E	Mixed	1.37	AS	Cl

28

Fenbly VII	Sigma Minoris	5.33S 1.07E	Human	2.38	FS	Cl In
Findesa	Gamma Dinara	4.57S 1.75W	Mixed	2.98	AS	Cl En
Finlorra	Gamma Leonis	5.05N 1.22W	Tellar	1.00	AS	Mn Tr
Finlax	Delta Paruli	4.88N 5.77E	Human	2.22	FS	In Sc Tr
Fomahault	Alpha Piscis Austrini	3.77N 1.29E	Mixed	3.57	FS	Cl

29

Formality	Gamma Eta Dara	3.22N 5.27E	Andor	4.48	FS	Sc Tr
Fullman	Ursu Geminorum	4.27N 0.77E	Human	4.22	AS	Nv
Fulsome Park	Ursu Geminorum	4.27N 0.77E	Mixed	2.99	AS	En Tr
Function	Foram Canara	5.36S 5.66W	Mixed	1.92	AS	Sc

30

Gaggle Point	Luris Eta	3.57S 6.01W	Cent	2.31	AS	En
Gamadrine	Danara 5986	4.77N 3.33E	Tellar	0.89	FS	Mn
Gamma Hydra IV	Gamma Hydra	5.91S 5.96E	Mixed	0.0001	Col	Mn Tr
Gamma Vertis	Virgo Tacitus	2.02N 7.26E	Human	1.60	FS	In Nv Tr
Gammorah	Ceta 503	7.02N 2.24W	Human	0.36	AS	Cl Mn Tr

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
31	Geo	Alpa Baratis	2.48S 7.05W	Mixed	1.00	FS	CI
	Gideon	Delta Dorado	3.57S 2.35E	Human	12.00	Indep	CI
	Gissen V	Gissen 986	3.03N 2.48W	Mixed	3.57	FS	CI Sc Tr
	Grammen Park	Alpha Piscis Austrini	3.77N 1.29E	Mixed	1.95	AS	En
	Gravenworld	Maven Parsis	4.56N 0.45W	Cent	3.22	FS	CI Sc Tr
32	Greensward	Sigma Valara	1.44N 4.98E	Human	0.04	Col	Tr
	Greenwald	Alpha Trimora	1.59N 5.99E	Human	1.50	FS	CI Tr
	Grief	Tahniva 311	4.02N 0.77W	Cygn	1.00	AS	CI
	Grinnidas	Darmala Beta	0.85N 5.02W	Mixed	3.98	FS	CI In Tr
	Grissom's World	Grissom 6678	0.78S 4.78W	Human	2.99	FS	CI In Sc Tr
33	Grix	Delta Eridana	0.99S 6.75W	Edoan	0.01	Col	CI Tr
	Grossex	Delta Eridana	0.99S 6.75W	Edoan	0.01	Col	CI Tr
	Gundara	Zeta Ophiuchi	2.47S 6.66W	Mixed	3.22	FS	CI In Tr
34	Habrenn	Arabenn	4.57N 1.12W	Cent	3.01	FS	CI In
	Hadley II	Hadley 557	0.89N 0.88E	Mixed	7.47	FS	CI In Nv Tr
	Halador	Sigma Zeta 477	0.91N 7.39E	Human	0.02	Col	Mn
	Halcyon	Alpha Baratis	2.48S 7.05W	Human	0.01	Col	Mn
	Haldraine	Alpha Nimorra	3.78N 2.11E	Mixed	1.32	AS	CI
35	Halka	Nola Boradne	4.27S 4.58E	Human	1.57	Indep	CI Mn
	Hannamore	Darmala Beta	0.85N 5.02W	Mixed	2.22	FS	CI Tr
	Hanson's World	Beta Hydra	0.91N 2.78E	NHum	0.20	PDir	X
	Hardin's World	Delta Panaras	2.46N 5.33W	Human	1.32	FS	In Mn Tr
	Harmony	Hamidane 226	5.27N 3.89E	Vulcan	2.37	FS	En In Nv Sc
36	Harpie	Kelvolara 688	3.45N 0.26W	Human	0.02	Col	Mn
	Hastings	Alpha Piscis Austrini	3.77N 1.29E	Mixed	3.46	FS	In Nv Tr
	Havelind	Caracore	3.57S 2.69W	Cait	4.77	FS	CI In
	Haxwren	Caracore	3.57S 2.69W	Mixed	3.46	FS	CI In Tr
	Hellios	Sigma Wyrenex	0.48N 2.02W	Mixed	4.72	FS	CI
37	Heprinala	Bomelli 709	1.32N 0.86W	Vulcan	3.57	FS	CI Sc
	Heristis	Bomelli 709	1.32N 0.86W	Vulcan	3.00	FS	Ag CI
	Heuristic	Rexenox	5.37S 0.22W	Mixed	2.45	AS	Ag Sc
	Hexentrex	Beta Triaran	6.44S 2.97W	Vulcan	4.57	FS	Ag CI
	Hochlor IV	Hochlor	2.17S 3.47E	Cait	5.43	FS	CI In Tr
38	Hodlahr	Sigma Indus 462	1.88S 6.42W	Human	2.99	FS	Nv Tr
	Hollow Way	Gypsem Zeta 703	4.57N 3.24W	Mixed	2.43	FS	Ag
	Homally	Zeta Niobe	7.01N 3.21W	Human	1.00	FS	Ag CI
	Honoria	Lura Voris 747	3.47N 3.55E	Mixed	4.47	FS	Ag CI In Tr
	Hospis	Sigma Tricali	3.34S 6.77E	Mixed	1.00	AS	Ag
39	Hospitality II	Havidar	0.25N 5.07E	Mixed	2.47	AS	En
	Hostoria	Luxor 867	2.46N 2.22E	Vulcan	3.47	FS	CI In Sc
	Hurlin	Zeta Paor	5.68N 6.33W	Vulcan	4.77	FS	Ag CI Sc
40	Icarus	Al Rijil	1.27N 2.92W	Cent	18.56	FS	Ag In Sc Tr
	Idara	Megolar	4.67N 0.26E	Cent	4.73	FS	In Tr
	Idiom	Valen's Star	5.38N 0.42E	Mixed	3.57	AS	Ag CI
	Idix	Duviniax	2.47N 4.43E	Vulvan	3.99	FS	CI Sc
	Idoxar	Sigma Exat	3.57N 6.44W	Edoan	2.17	FS	Ag CI In
41	Imagination	Metriunn 867	3.33N 3.82W	Mixed	1.47	AS	En Tr
	Importunity	Hutchinsen 866	5.57N 0.36E	Mixed	3.57	FS	Tr
	Indarax	Epsilon Indar	2.51N 1.52E	Andor	2.34	FS	X
	Ingraham B	Ingraham	1.48S 5.02E	Human	4.25	FS	Ag In Tr Sc
	Ioma	Iomegas	0.02N 0.37W	Mixed	5.50	FS	Ag Tr
42	Iotia	Sigma Iotia	6.78S 4.55W	Human	4.75	AS	Tr
	Iparassen	Delta Zeta 785	5.68S 4.77E	Human	4.68	FS	Tr
	Ipicran	Delta Zeta 785	5.68S 4.77E	Tellar	0.001	Col	Mn Tr
	Izar	Epsilon Bootis	4.37N 4.44W	Human	16.75	FS	CI In Tr

Federation Homeworlds

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

43

World Name	System Name	Location	Race	Pop	Status	Profile
Jalinitir	Valar Majoris	3.22N 0.26W	Vulcan	5.60	FS	Cl In Sc
Jallamora	Trasenn 685	0.36S 7.46W	Human	0.0001	Col	Mn
Jallimass	Zeta Bevarra	0.88N 6.35E	Mixed	3.47	FS	Ag Cl
Jamison's World	Epsilon Keva	3.72N 3.12W	Andor	12.57	FS	Ag Nv Tr
Jammolora	Tau Tauri	2.47N 2.22W	Andor	10.46	FS	Ag Nv Sc Tr

44

Janus	Gamma Major	3.78S 0.22W	Human	0.01	AS	Mn
Jarovalla VI	Jarovalla	3.76N 1.53E	Andor	3.00	FS	Ag Tr
Javinador	Beta Kurissa	4.37N 2.24E	Mixed	3.29	FS	Ag Cl In
Javora	Gamma Tauri	4.02N 3.49W	Mixed	2.47	FS	Ag
Jaxsen III	Jaxsen	0.27N 2.21E	Andor	1.37	FS	Ag Cl In

45

Jido	Jidop	2.58N 4.72E	Andor	2.00	FS	Tr
Jorindas	Beta Vertis	0.99S 4.27W	Human	1.50	FS	Nv Tr
Julietta	Juris	0.87N 2.28E	Cygn	4.40	FS	In Sc
Jungar	Epsilon Ballara	2.17S 2.11W	Vulcan	2.85	FS	Cl In
Jurisa	Juris	0.87N 2.28E	Vulcan	2.00	FS	In Sc Tr
Justinia	Juris	0.87N 2.28E	Vulcan	1.60	FS	In

46

Kaballa	Nimori Ceti	0.11N 6.77E	NHum	Unkwn	PDir	X
Kadacohr	Kadass	1.44N 3.41W	Andor	2.00	AS	Ag Nv
Kaferia	Tau Ceti	1.27S 3.56E	NHum	4.45	FS	Ag
Kamadarc	Kalamar	1.37N 4.27W	Tellar	2.75	FS	Mn Nv Tr
Kamandas	Burkid	0.22S 3.28W	Tellar	1.45	FS	Mn Tr

47

Katan III	Tau Abir	0.46N 2.47W	Human	2.72	AS	Ag
Katar VI	Katar	3.52S 4.01E	Human	3.47	FS	Ag In
Kavatala Superior	Kavatala	3.47S 3.78E	Mixed	4.50	FS	Cl In Tr
Kol's Orchard	Kolitor	0.52N 1.08W	Cent	4.01	FS	Ag Cl
Koromond	Koromandas	0.54N 1.24W	Mixed	12.47	FS	Ag Cl In Tr

48

Labarint	Tau Zeta	1.89N 3.72W	Tellar	5.17	FS	In Mn
Labiam V	Labiam	5.02N 0.46E	Human	2.73	FS	In Tr
Lakeland	Purlii	8.20S 6.42E	Mixed	0.114	AS	En
Lamentation	Hedrox 576	3.22S 0.21E	Mixed	0.001	Col	Ag
Lao T'Shin	Gemini Dentos	2.27S 1.57W	Tellar	1.00	FS	Mn Tr

49

Lappax II	Lappax	3.04N 3.87W	Human	2.47	FS	In Sc
Lappinar	Laxes Alpha	3.55N 2.77E	Cent	3.55	FS	In Tr
Lasur Funop	Lasur	6.06S 3.62W	Tellar	2.75	FS	Mn Sc Tr
Laura's World	Laurison 294	2.44S 3.75E	Mixed	0.001	Col	Cl
Laxaren	Lacorby 192	5.03N 4.44E	Vulcan	1.99	FS	Cl Sc

50

Lecorak	Chelikbar	3.57N 2.67W	Tellar	3.77	FS	In Sc Tr
Lecroutex	Lecrotox	4.27N 6.33E	Mixed	2.25	AS	Ag Mn
Lexinisar	Menitrom 799	2.47S 3.55W	Mixed	1.47	AS	Ag
Lexor VII	Lexor	2.36N 3.22W	Vulcan	3.57	FS	Ag Cl Sc
Listra Principis	Listra	6.44N 0.33E	Human	2.88	FS	Cl In Sc

51

Live Again	Oroness	3.28S 0.27W	Mixed	0.0001	Col	Ag
Livenix	Illex	2.84N 2.22E	Cent	0.0002	Col	Ag Sc
Lixis XI	Lixis	3.57S 2.57E	Vulcan	12.47	FS	Sc Sh Tr
Lochabahr	Lochnarie	6.44N 3.22W	Human	0.90	AS	Ag Tr
Lochlair	Lojar	2.47N 6.87E	Human	7.37	FS	Ag Sc Sh

52

Loki	K'Kronn	3.57S 2.51W	Andor	11.27	FS	Mn Tr
Lone Node	Alpha Demetrius	3.44N 3.77E	Human	0.001	Col	Mn
Lustralva	Merellion Sigma	4.78N 6.02E	Deltan	7.84	FS	Cl In Tr
Lustrix	Remusa 885	5.37N 3.33W	Andor	4.43	AS	Cl Mn
Luxor	Terriepton	6.59N 0.39E	Human	3.28	FS	Ag

53

Mabarra V	Mabarra	3.32N 4.28W	Mixed	5.33	FS	Ag
Macadama	Giordin 275	2.57S 4.36E	Cait	1.88	AS	Cl In
Machelvi	Valtrax	1.37S 2.36E	Human	13.39	FS	Ag Cl In Tr
Madacarax	Valtrax	1.37S 2.36E	Mixed	0.004	Col	Ag
Madistra	Sigma Geminis	3.79S 2.35W	Mixed	3.44	FS	Cl In Mn

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
54	Madora	Madorax	0.47N 5.32E	Deltan	2.16	FS	Cl Sc
	Magister	Magesly	3.77N 0.11E	Human	12.47	FS	Ag In Tr
	Majority	Luris Maxcinis	5.02N 3.17E	Human	7.47	FS	In Tr
	Maklin VIII	Maklin	0.27S 2.34E	Vulcan	2.38	FS	Ag Sc
	Makus III	Makus	2.18S 0.33E	Vulcan	10.01	FS	Cl In Tr
55	Malawren	Malas	3.88N 0.22E	Mixed	3.22	AS	Ag
	Malla	Maurex 782	4.23N 7.01E	Human	1.23	AS	Ag Mn
	Malarhone	Minarcis Alpha	5.37N 1.44E	Cent	3.37	FS	Cl In Tr
	Maluria	Omega Cygni	0.59S 5.23E	Mixed	7.01	FS	In Mn Tr
	Manark II	Manark	1.07N 2.47E	Human	10.01	FS	In Tr
56	Marac Polis	Marac	2.47N 0.97E	Human	1.00	AS	In Sc Tr
	Marcos	Marcios	2.55S 2.27E	Mixed	1.50	AS	In
	Marcus	6-23	3.07N 3.28E	Vulcan	2.25	FS	Sc
	Maren	Maren Alpha	2.19N 1.09E	Human	1.25	AS	Ag In Mn Tr
	Mars	Sol	1.23N 2.79W	Human	15.74	FS	In Nv Sh Tr
57	Maxima Prime	Maxim	2.94N 4.52E	Human	3.20	FS	Sc
	Maximilian	Zeta Geminorum	3.28N 0.11W	Mixed	1.00	AS	In Mn Tr
	Maxtor	Mirth	3.88N 4.22E	Vulcan	2.75	FS	Sc
	Medusa	Rhys	5.57S 6.37E	NHum	5.00	FS	Sc
	Melkot	Melka	5.99S 6.69E	NHum	2.25	Indep	X
58	Memory Alpha	Kam Sim	3.31S 4.25E	Mixed	0.01	AS	Sc
	Memoxa	Mirth	2.33N 2.44E	Vulcan	3.75	FS	Sc
	Merak	Latis Cyrtiva	2.77N 3.22W	Vulcan	0.12	FS	In Mn Sh Tr
	Mercury	Sol	1.23N 2.79W	Human	0.22	FS	In Sh
	Mexas II	Mexas	5.14N 0.22E	Mixed	2.34	AS	Ag
59	Mindara XII	Mindara	4.22S 4.02E	Mixed	2.11	AS	Ag Mn
	Midos Principius	Midos	3.05N 3.22E	Cent	11.20	FS	Cl In
	Minidine IV	Minidine	2.02S 4.22E	Vulcan	5.22	FS	Cl Sc Tr
	Minis	Dayliss	3.40N 0.34E	Mixed	3.33	FS	Cl Tr
	Minora	6-15	2.11N 2.76W	Vulcan	9.22	FS	Cl In Sc
60	Mira	Omicron Ceti	4.57S 5.33E	Human	1.10	AS	Ag
	Miri's World	Beta Persei	5.48S 6.02E	Human	0.001	PDir	X
	Molitor	Molitus	2.37N 1.23W	Mixed	21.22	FS	Ag
	Monarch II	Monarch Alpha	4.38N 2.11E	Human	1.20	AS	Ag
	Moralia V	Moralia	6.38N 0.22W	Human	0.0001	Col	Ag
61	Morena	Eridani Gamma	2.88N 3.12E	Human	10.10	FS	Nv Sh
	Moxen	Moxenalus	3.68N 2.11E	Cent	1.28	AS	In
	Mu	Leoxa	1.83S 1.21E	Cent	2.10	FS	Ag Tr
	Mudd's World	Beta Aurigae	4.22S 5.32E	NHum	0.001	Quar	X
	Mursa	Tau Anacritus	0.22N 5.02W	Andor	12.11	FS	Sc Sh
62	Nagrond	Naxor 599	5.32S 6.04W	NHum	0.27	PDir	X
	Namorra	Namor	0.23N 1.37W	Human	1.37	AS	Ag
	Narcissus III	Narcissus	4.08N 4.44E	Vulcan	2.19	AS	Cl Sc
	Narval	Narvox	3.27N 2.11E	Cait	2.45	FS	Cl
	Naxis	Naxion	5.52N 2.96E	Mixed	8.55	FS	Cl In Tr
63	Necturop	Nekusa	4.25N 2.08E	Mixed	1.25	AS	Ag Tr
	Neural	Zeta Bootis	3.23S 3.39W	NHum	0.01	PDir	X
	New Aberdeen	Phi Galatius	2.41S 0.21E	Mixed	11.37	FS	In Sh Tr
	New Brisbane	Pagora	3.55N 3.12E	Human	1.37	FS	In
	New Bristol	Ceti Reguli	0.33N 2.43E	Human	2.12	FS	In Tr
64	New Dublin	Ceti Reguli	0.33N 2.43E	Human	1.55	FS	Ag In Tr
	New Horizon	Gamma Quadratis	0.47N 1.46W	Mixed	0.18	AS	Ag
	New Kensington	Beta Aleph 703	0.11N 6.02W	Human	1.00	AS	Ag Mn Tr
	New Paris	Omega Aurigae	1.78S 4.78W	Human	1.26	FS	Cl In Tr
	New Princeton	Delta Leonis	0.28S 3.11E	Mixed	2.25	FS	Cl
65	New Victoria	Nova Dimora	2.68N 2.44E	Vulcan	2.89	FS	Cl Sc
	Nexus	Vilius Serpentus	5.14N 0.23W	Mixed	4.22	FS	Cl Tr
	Niobe	Gamma Indus 552	4.28S 0.45W	Andor	2.21	AS	Cl

Federation Homeworlds

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
66	Nodark	Nadarlkis	3.89S 3.11W	NHum	0.23	PDir	X
	Norassil	Norassen	2.67N 2.77E	Vulcan	1.00	AS	Ag Cl
	Normality	Keldanar 383	1.88N 2.62W	Human	2.17	FS	Ag In
	Nostravis	Nestor Prime	3.17S 0.46E	Mixed	6.75	FS	Ag Cl In Tr
67	Oloss	Olossa	3.47S 5.05E	Mixed	2.39	AS	Ag En
	Omegon	Omega	2.02N 4.06E	Human	5.55	PDir	X
	Omicron Delta	Narble Qyx	1.22S 3.42E	Mixed	0.11	Indep	X
	Ontara Prime	Sigma Quadratis	5.37N 0.27E	Mixed	1.26	AS	Ag Cl
	Orontes	Oroness	3.27S 2.54W	Cent	2.11	FS	Ag Cl Sc
68	Osiris VII	Osiris	4.35N 0.22E	Cent	2.22	AS	Ag
	Othello	Jarvis Alpha	4.37N 3.17E	Human	2.00	FS	Ag
	Ovid	Pamellus	2.19S 5.18W	Human	0.0001	Col	Ag Cl
	Ovlon II	Ovlon	4.27S 2.88W	Mixed	2.50	AS	Ag
69	Pallas Prime	Pallas 785	2.33S 7.04E	Mixed	0.0011	Col	Mn
	Pallus IV	Pallus	0.27N 0.35E	Deltan	3.35	FS	Cl Sc Tr
	Pallatrine	Gamma Omicron	3.04N 4.22E	Mixed	5.22	FS	Cl In Sh
	Pampilia	Gamma Omicron	3.04N 4.22E	Mixed	1.37	AS	Ag
	Pana	Panasa	3.72N 0.28W	Tellar	4.22	FS	In Mn
70	Paradimdas	Paradox	2.59N 1.33E	Mixed	3.25	FS	Ag In
	Paradira	Beta Rosa	0.26N 0.88E	Andor	1.08	AS	Ag Tr
	Parmentex	Parim 758	3.54N 0.33E	Andor	11.47	FS	Ag In Mn Sc
	Passgate	Alpha Geminorum	2.07S 2.16E	Mixed	1.75	AS	Nv Tr
	Pathos	Paradigm	4.22N 5.18E	Human	1.99	AS	Cl
71	Patric's Planet	Paramindas 575	3.22S 0.12W	Mixed	2.17	FS	Ag Cl In
	Persistence	Nova Persis 288	0.69S 2.16E	Human	0.05	Col	Ag
	Pike's Planet	Pitcara Prime	2.07N 0.15W	Mixed	1.36	AS	Ag
	Pillum	Pillas Minora	6.32N 3.11E	Cent	1.35	FS	Cl In Sc
	Piram III	Piram	0.88N 2.14E	Cent	2.25	FS	Ag Sc Tr
72	Placidity	Panasa	3.72N 0.28W	Tellar	5.27	FS	Mn
	Platonius	Helios	2.04N 5.93E	Human	0.0001	Quar	X
	Pollux	Beta Geminorum	0.51N 3.19E	Human	0.12	AS	Ag Mn
	Posititas	Posara	3.16S 0.19W	Tellar	1.47	FS	Mn Tr
	Praxis	Praxis Verdantis	7.01N 0.35E	Human	0.0001	Col	Mn
73	Precipice	Brightstar	9.11S 4.61E	Human	1.01	AS	Tr
	Primidara II	Primidara	1.88N 3.22E	Vulcan	3.17	FS	Sc Tr
	Primavera	Piras Zeta	1.47N 3.12W	Vulcan	2.42	FS	Cl Sc
	Principius	Princip	6.42S 2.87E	Cent	6.04	AS	Ag Cl In
	Proxima Centauri	Al Rijil	1.27N 2.92W	Cent	4.47	FS	Cl In Sh Tr
74	Quadrix II	Quadrix	0.77N 2.02W	Cent	5.01	FS	Ag Cl
	Quarrel	Wolf 515	4.22S 0.12W	Mixed	6.36	FS	Sc
	Questar	Boron 667	2.17N 0.12E	Human	2.45	FS	Ag
75	Raballex	Raballa	5.57N 3.22E	Human	5.22	FS	Cl In
	Rala III	Rala	4.22S 3.21E	Human	2.57	FS	Ag In
	Raman	Beta Lyra	5.37S 6.33E	Mixed	4.00	FS	Ag Cl
	Ramillies II	Ramillies	5.37N 2.35E	Human	1.25	FS	Nv Tr
	Rashile	Ungeithiem	8.81S 6.02E	Human	0.002	AS	Ag
76	Raven	Gamma Lyrai	6.37S 5.05E	Mixed	3.26	FS	Nv Sc
	Ravenna	Alpha Marak 272	6.02N 3.49E	Mixed	2.98	FS	Ag
	Regulus	Alpha Leonis	3.99S 2.81E	Mixed	5.57	FS	Cl In Tr
	Resolution	Posara	3.16N 0.13E	Vulcan	2.25	FS	Nv Tr
	Revanche	Zeta Loris	5.36N 0.23W	Mixed	2.47	FS	In Mn
77	Rider's End	Ridix	0.34N 0.21W	Cent	4.24	FS	Ag
	Rivala Two	Rivala	1.36N 4.21E	Deltan	0.0001	Col	Ag
	Riviera	Ochs	2.22N 1.79E	Mixed	0.01	AS	En
	Rover Prime	Sigma Barana	5.27N 1.33E	Mixed	1.22	AS	Ag In
	Roxan	Ampolis	0.44N 0.45E	Mixed	2.52	AS	In Nv
	R'Riss	Zeta Kiladen	0.98N 0.35E	NHum	3.75	PDir	X

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

78

World Name	System Name	Location	Race	Pop	Status	Profile
Sadora	Sadora Rex	3.12N 3.19E	Doltan	6.22	FS	Cl In
Salazaar	Karnor	3.77S 3.31E	Mixed	15.75	FS	In Sh Sc Tr
San Sorella	Alpha Marak 272	6.02N 3.49E	Mixed	5.27	FS	In Mn
Scandha'	Zeta Perseus	0.34N 3.12E	Human	2.01	AS	Mn
Second Chance	Proxima Canaris	0.43S 2.71E	Human	0.58	AS	Ag Tr

79

Sigma Draconis	Sigma Beta 443	2.02N 5.22E	Vulcan	2.25	FS	Cl In Nv
Silicasca	Silicasa	3.78N 2.08W	Vulcan	3.65	FS	Cl
Silivis	Silivar	6.01N 0.32W	Vulcan	3.59	FS	In Nv
Sinbad IV	Scheherazad	5.60S 0.20E	Human	1.38	FS	Tr
Sind	Sindarius	0.16N 0.55E	Doltan	2.25	FS	Tr

80

Singularity II	Singularity	0.32N 3.55E	Cent	3.58	FS	In Tr
Sirius	Alpha Canus Majoris	0.97N 5.39E	Cent	4.67	FS	Cl In Tr
Socrata	Rho Drunir	1.77N 3.51W	Mixed	2.42	FS	Mn
Sojourn	Servitrix	2.19N 2.57E	Vulcan	0.002	Col	In
Spica	Juris Canopus	0.35N 0.12E	Mixed	0.0001	Col	Mn

81

Springboard	Alpha Canaris	0.47S 5.22W	Cent	1.48	FS	Nv Tr
S'Sleen	Beta Virgilis	0.35S 2.08E	NHum	1.00	PDir	X
S'Sliss	Beta Virgilis	0.35S 2.08E	NHum	1.00	PDir	X
St Cyr	Wolf 672	1.25N 3.03E	Human	0.0001	Col	Ag
Surak I	Filtra	2.32N 1.71E	Vulcan	3.75	FS	Cl In Sc

82

Surak II	Filtra	2.32N 1.71E	Vulcan	3.11	FS	Cl In Sc
Succour	Zeta Maximus	2.46N 4.38W	Human	0.0001	Col	Cl
Sustenance	Sestarc 124	0.07N 0.34E	Cent	1.99	FS	Ag
Sympathy	Hydra Geminorum	5.21S 0.22W	Human	0.0001	Col	Cl
Synchronity	Gamma Trixis	2.49N 0.32E	Human	0.0001	Col	Ag

83

Talos IV	Talos	7.49S 1.48E	NHum	0.01	Quar	X
Tamarind	Tamaros	3.99N 3.27E	Human	0.0001	Col	Ag Mn
Tamerlane	Tamaros	3.99N 3.27E	Human	0.0001	Col	Ag
Tanalorne	Alpha Vegetis	0.56N 2.94E	Mixed	0.15	Col	Ag Sc
Tantalus V	Tantalus	2.77N 4.04E	Mixed	0.0001	Quar	X

84

Tarry Awhile	Carmara 712	4.24N 2.02E	Human	0.0021	AS	Ag Tr
Tarletus II	Tarletus	2.19N 4.44E	Cent	2.17	FS	Tr
Tarsus	Tarsis	3.89N 3.11E	Mixed	2.23	FS	Ag
Taryton	Wolf 698	0.32N 4.21E	Tellar	3.56	FS	Mn Tr
Telcos	Telcosus	2.57N 0.29W	Andor	10.46	FS	Ag Mn

85

Tellamarkus	61 Cygni	1.49N 1.91W	Tellar	12.45	FS	Cl In Tr
Tellar	61 Cygni	1.49N 1.91W	Tellar	15.75	FS	Cl In Sc Tr
Temelicus	Molinus	0.44S 3.26W	Cent	4.11	FS	Cl Sc
Termala	Molinus	0.44S 3.26W	Cent	2.67	FS	Cl In Sc
Terra	Sol	1.23N 2.79W	Human	25.00	FS	Cl In Sh Sc

86

Terra Four	Barnard 183	2.18N 0.24E	Human	13.56	FS	Cl In Sc
Terra Five	Eta Seratorm	0.26S 2.17W	Human	5.58	FS	Cl In
Testament	Sigma Cygni 57	5.81N 0.31E	Mixed	4.25	FS	Mn Tr
Th'alt	Thalak	5.02N 0.65E	Andor	1.99	AS	Mn Tr
Thasus IV	Thasus	6.02S 5.07E	NHum	Unknwn	Quar	X

87

Thesalla	Tharsis	5.26N 3.46W	Andor	3.16	FS	Cl Mn
Theta VII	Theta Gamma	2.09N 3.05E	Mixed	0.30	FS	Ag Mn
Thoris	Equess	0.72N 5.68E	Human	0.0001	Col	Ag
Thranstor IV	Thranstor	4.97S 2.23W	Mixed	4.26	FS	Cl In Tr
Thraxis	Thrax	0.54N 6.03W	NHum	0.12	AS	Cl

88

Tiburon	Beta Theseus	6.02N 5.79E	Human	15.00	FS	Cl In Tr
Time Planet	Alpha Zeta	4.05N 6.68E	NHum	Unknwn	Quar	X
Timidity	Molinus	0.44S 3.26W	Human	0.0001	Col	Ag
Titan	Sol	1.23N 2.79W	Human	0.11	FS	Sh
Triacus	Alpha Lyrae	2.66N 2.48W	Human	0.16	AS	Ag

Federation Homeworlds

FEDERATION PLANETARY SYSTEM – INHABITED WORLDS (Continued)

	World Name	System Name	Location	Race	Pop	Status	Profile
89	T'Rillan	T'Rill	3.26S 4.05E	Vulcan	12.20	FS	Ag
	Trimarka	Draco Minora	2.67S 0.94E	Vulcan	2.47	FS	Ci Sc
	Trinity	Boristar	2.55S 0.36E	Mixed	0.0001	Col	Ag Mn
	Triskelion	M24 Alpha	0.75N 0.19E	Mixed	0.01	PDir	X
	Triton	Draco Ursula	1.01S 0.22W	Tellar	2.59	FS	Ci Mn
90	Trixex	Beta Corvela	1.71N 5.02E	Mixed	3.71	FS	Ci
	Troyius	Tellun	8.58S 4.98E	Human	3.58	AS	Ci
	Twilight Base	Draco Omega 371	4.02S 2.22W	Human	1.01	Indep	X
	Typerias	Gamma Persei	4.38S 4.01E	Vulcan	7.50	FS	Ci Sc
	Tyrist	Barnard 392	0.24N 5.55W	Mixed	0.0001	Col	Ag Ci
91	Unity	F'hircch	0.36S 5.20E	Human	4.89	FS	Ag Ci In
	Ursula	Beta Norab	4.02N 0.76E	Vulcan	3.75	FS	Ag Sc
92	Vandalia IV	Vandalia	0.13N 3.29E	Mixed	10.37	FS	Ci In Tr
	Vandalora	Vandalia	0.13N 3.29E	Mixed	11.47	FS	Ci In Tr
	Vargus	Theta Majoris	0.98S 0.75E	Tellar	2.75	FS	Ci Mn
	Vega	Alpha Lyrae	2.66N 2.48W	Human	5.76	FS	Ci En Tr
	Vendikar	Eminiar	2.15S 5.77E	Human	14.82	AS	Ci
93	Venus	Sol	1.23N 2.79W	Human	2.57	FS	Ag
	Videtu	Videtti	7.61S 2.39E	Deltan	11.47	FS	Ag Tr
	Virtue	M67 Alpha	6.02N 2.02E	Mixed	0.0003	Col	Ci
	Vistil Major	Vistil	5.04N 2.67W	Vulcan	1.01	FS	Ci Sc Tr
	Voltaire	Vandalia	0.48N 3.29E	Mixed	2.08	FS	Ci
	Vulcan	40 Eridani	0.09N 2.31W	Vulcan	12.50	FS	Ci In Sc Sh
94	Wall	Bahr	8.92S 5.31E	Human	1.25	AS	Mn
	Wanderlust	Sigma Borella	0.98N 3.13E	Mixed	0.0001	Col	Ci
	William's Pit	Pasara Majoris	1.04N 4.22E	Human	0.0001	Col	Ag
	Wrigley's Pit	Sol	1.23N 2.79W	Mixed	0.0010	AS	En
	Xerxes	Golumbin 699	2.29N 5.38W	Mixed	0.0012	Col	Mn
95	Zacarious	Golumbin 699	2.29N 5.38W	Human	0.0001	Col	Ag
	Zarus	Zarus Thustra	2.38N 2.17E	Human	1.84	FS	Ag In
	Zeon	M43 Alpha	2.02S 6.95E	Human	3.59	PDir	Ci In Sc Tr
	Zorn I	Theta Rill	2.09S 5.26W	Human	3.01	FS	Ag Ci
	Zorn II	Theta Rill	2.09S 5.26W	Human	2.44	FS	Ag Ci
96	Star Base 1		1.23N 2.79W				
	Star Base 3		0.51N 3.50E				
	Star Base 4		1.23N 0.98W				
	Star Base 5		2.74N 1.23W				
	Star Base 6		3.23N 2.54W				
97	Star Base 7		2.74N 4.26W				
	Star Base 8		1.23N 4.98W				
	Star Base 9		0.51S 4.53W				
	Star Base 10		8.55S 5.60E				
	Star Base 11		0.93S 3.18W				
98	Star Base 12		8.34S 3.00E				
	Star Base 13		0.42S 1.46W				
	Star Base 14		3.74S 0.02W				
	Star Base 15		3.77S 3.31E				
	Star Base 16		5.70N 2.00W				
99	Star Base 17		2.61S 7.89E				
	Star Base 18		0.22S 7.76E				
	Star Base 19		5.00N 3.00E				
	Star Base 20		5.45S 6.46E				
	Star Base 21		2.32S 5.93W				
00	Star Base 22		5.56S 4.53W				
	Star Base 23		6.49S 2.50W				
	Star Base 24		3.00N 6.00W				
	Star Base 27		8.03S 0.42W				



Introduction To The Triangle Atlas

See Book 3, Memory Bank Alpha for descriptions of many homeworlds.

The Triangle is vast. It measures 48 parsecs north to south, and about 30 parsecs east to west at its widest point. It contains 487 star systems as cataloged in the *Compendium Of Stellar Bodies*, the standard reference work on the subject. These systems contain 2,991 worlds, many of which have never been named or officially described.

The following pages contain the statistical, historical, political, and economic data on 120 of the Triangle's major worlds. Each of the Triangle worlds that has a major population is included here, as well as a few worlds that are important for economic, political, or military reasons.

WORLD LOGS

For each of the worlds listed in this Atlas, the standard geographical data as well as the technological, sociopolitical, and trade profiles for the civilization found there are given in a table. The coordinates of the world are given in standard NS-EW format. Following the tabular information, expository paragraphs are included that describe noteworthy facts about the world, its people, its history, or some other information concerning its status.

GAZETEERS

The gazeteers provided at the end of this book index these worlds in various ways. There is an alphabetical index, a political index, and indices giving major exports and imports.

UNDEVELOPED WORLDS

Merely because only 120 worlds are described in detail here, this does not imply that there are *only* 120 worlds of consequence in the Triangle. Far from it!

Most Triangle worlds remain virtually uninhabited and many are unexplored. These planets either have no obvious resources that can be exploited with ease, or have planetside conditions so inhospitable that a significant population base has not yet developed. Life in the Triangle has characteristically had a harder time gaining a foothold than is average for the major empires, and the sparseness of population centers is characteristic.

Many feel that the Triangle remains on the frontier, as close to unexplored space as the farthest flung outpost to spinward or coreward. That the Triangle has been completely mapped, that it is hemmed in on all sides by civilization, and that population centers have sprung up in a regular spacing across its length and breadth makes no difference, they claim.

To these proponents of the Golden Triangle, as it is often called, a man need not venture to the farthest reaches of the galaxy to find total freedom; they contend that the Triangle offers similar opportunities for the bold, enterprising, intelligent, and lucky.

Roll 1d10 against the following headers and then percentiles against the appropriate chart

1 - 5 Federation

01 - 06	Carwile's World
07 - 12	Cyclops
13 - 19	Derigo
20 - 26	Green
27 - 33	Iovine
34 - 40	Laflin
41 - 47	Lakeland
48 - 54	Nocoli
55 - 61	Pluuh II
62 - 67	Precipice
68 - 73	Rashile
74 - 80	Turbulence
81 - 87	Wall
88 - 94	Yeartis
95 - 00	Zwaalan

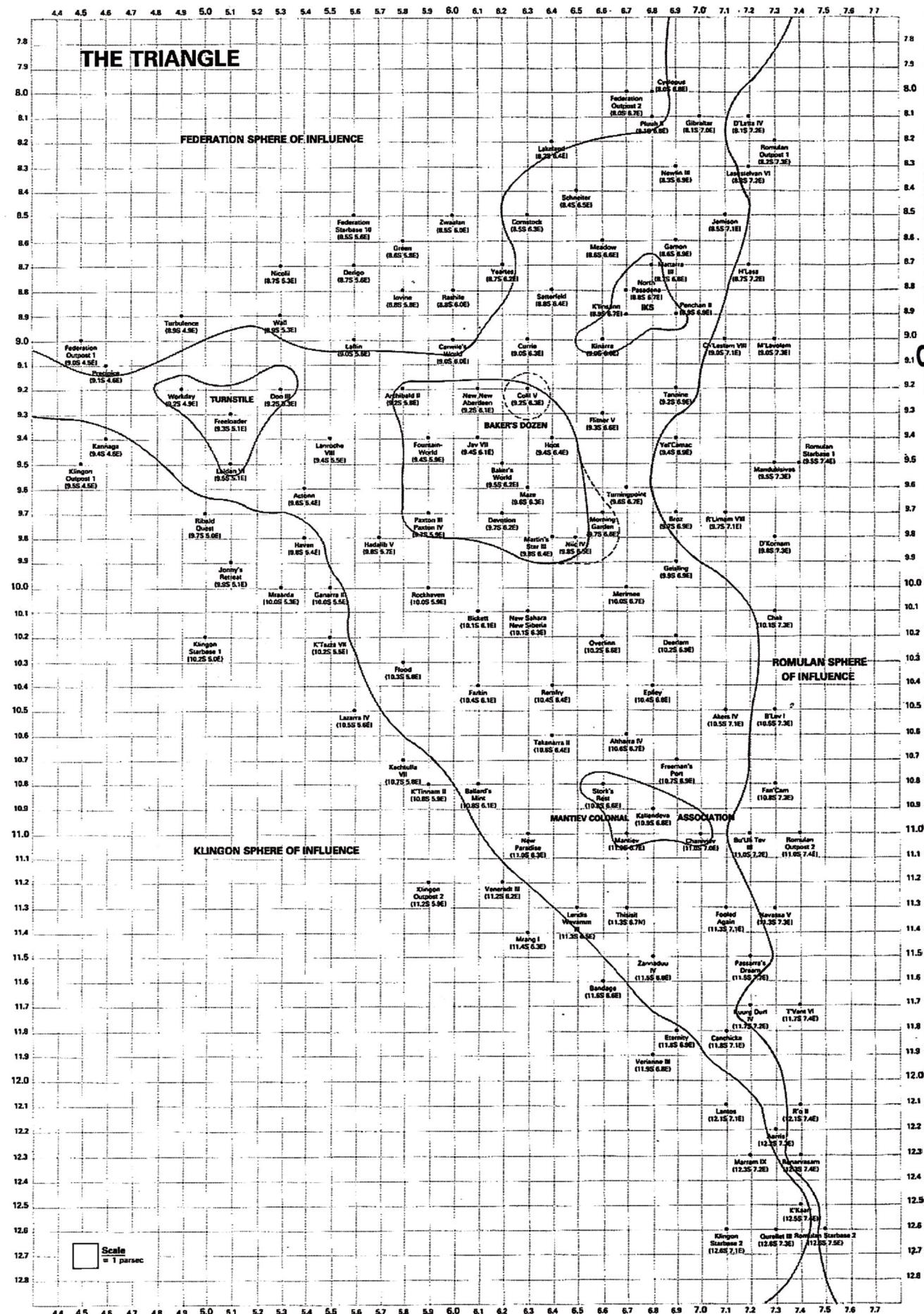
6 - 7 Affiliation of Outer Free Worlds

01 - 07	Archibald II
08 - 13	Baker's World
14 - 21	Colil V
22 - 29	Devotion
30 - 36	Fountainworld
37 - 43	Hoot
44 - 50	Jav VII
51 - 57	Martin's Star III
58 - 64	Maze
65 - 72	Morning Garen
73 - 79	New New Aberdeen
80 - 86	Niic IV
87 - 93	Paxton III
94 - 00	Paxton IV

8 - 0 Independent Worlds

01 - 02	Arris	52 - 54	Jemison
03 - 04	Actonn	55 - 57	Lanroche VIII
05 - 06	Akeris IV	58 - 60	Lendis Wavamm II
07 - 08	Altharra IV	61 - 63	Jorindas
09 - 10	Ballard's Mint	64 - 66	Kaferia
11 - 12	Bickett	67 - 69	Lakeland
13 - 14	Canchicka	70 - 72	New Sahara
15 - 17	Comstock	73 - 75	New Siberia
18 - 19	Currie	76 - 78	Newlin III
20 - 22	Deerlam	79 - 80	Overlinn
23 - 24	Epliey	81 - 82	Passara's Dream
25 - 27	Farkin	83 - 84	Remfry
28 - 30	Flitner V	85 - 86	Rockhaven
31 - 33	Flood	87 - 88	Satterfeld
34 - 36	Fooled Again	89 - 90	Schneiter
37 - 39	Freeman's Port	91 - 92	Takanara II
40 - 42	Gamon	93 - 94	Tanninne
43 - 45	Geisling	95 - 96	Thsisit
46 - 48	Gibraltar	97 - 98	Turning Point
49 - 51	Hadalib V	99 - 00	Sannaduu IV

Worlds of the Triangle





Presented here are a minimal set of
Character Sheets to get you going.

For a complete set of all
Department variants, forms and helpful charts,

Supplement 10, Character Sheets
contains some 40 pages of organizational delight
for player and Gamemaster alike!

Supplement 11, Combat Grids contains character and ship
combat grids and counters

Supplement 12, Forms, Charts and Tables collects every
last chart, table or form found in Books 1-3.

Supplement 13, Adversarial Character Sheets
for the Baddies. Will be ready when ready if not already.

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	Top Skills
SPECIES	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
CURRENT ASSIGNMENT	D.O.B.	LUC	...
		PSI	Dept Y / Cmd Y / Head N School N
			Contact Team Y / F Certified? N

23010101



Service Record

Honors

Assignments _____ Years Served

Cadet

Term 1

Term 2

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

Name

Personal Notes and Lifepath

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Living Age Feelings Standing

1

2

3

4

5

6

7

Lifepath

Academy

Cadet

Term

1

2

3

4

5

6

7

8

9

10

Awards and Honors

Cadet

Term

1

2

3

4

5

6

7

8

9

10

History and Notes

Dreams and Direction

STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR		NAME		AGE			
		SPECIES	P.O.B.	SEX			
CADET CRUISE	Passed Honors High Honors	RANK	HT				
		BRANCH	WT				
ACTIVE DUTY	Term Length Efficiency	ASSIGNMENT	HAIR				
		Personal/Family Notes	EYES				
1st			D.O.B.				
2nd							
3rd							
4th							
5th							
6th							
			CREDITS				
			Awards, Honorifics and Notes				
		Cadet Cruise					
1st							
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							
STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down			PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down	
Administration	Demolitions	Medicine			ST Sensors		
Anthrop	Disguise				ST Services		
	Ecology	Meteorology			ST Weapon Ops		
Appraisal	Electronics	Negot/Diplomacy			ST Weapons Tech		
Archaeo	Enviosuit Ops	Oceanography			Stealth/Hide		
	Federation History	Pers Wpn Tech			Streetwise		
Art	Federation Law	Philosophy			Survival		
	Forgery						
Astron/Atrophys	Gaming	Physics			Track/Evade		
Biology	Gambling	Psych			Trade & Commerce		
Botany	Geology				Transporter Ops		
Bribery	Hvy Wpns Op/Tech	Scrounge			Transporter Tech		
Burglary	History	Seduction			Trivia		
Carousing		Shuttle Pilot					
Chemistry	Holotechnology	Shuttle Sys Tech			Variable-G Ops		
Combat	Instruction	Sm Equip Tech			Vehicle Op		
Archaic	Interrogation	Sm Unit Tactics					
Armed	Intimidate	Sports			Warp Drive Tech		
H-T-H	Lang				Zoology		
Modern		ST Cbt Tac/Str					
Computer Op	Law	ST Comm Proc					
Computer Tech		ST Comm Tech					
Culture	Leadership	ST Engineering					
	Life Support Tech	ST Helm					
Dmg Ctrl Proc	Materials Science	ST Navigation					
Def Shield Tech	Mechanics	ST Security					

2301010101



STARFLEET ENLISTED RECORD



ACTIVE DUTY	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length Efficiency	Awards, Honorifics and Notes

NAME	AGE
SPECIES	SEX
RANK	HT
BRANCH	WT
ASSIGNMENT	HAIR
	EYES
	D.O.B.
	CREDITS

1st									Family Notes and Such
2nd									
3rd									
4th									
5th									
6th									
7th									
8th									
9th									
10th									
11th									
12th									
13th									
14th									
15th									

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down			PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length Efficiency
1st									
2nd									
3rd									
4th									
5th									
6th									
7th									
8th									
9th									
10th									
11th									
12th									
13th									
14th									
15th									

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
ASSIGNMENT	EYES
	D.O.B.
	CREDITS

230101.01

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down			PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	Meteorology	ST Services
	Ecology	Negot/Diplomacy	ST Weapon Ops
Appraisal	Electronics	Oceanography	ST Weapons Tech
Archaeo	Enviosuit Ops	Pers Wpn Tech	Stealth/Hide
	Federation History	Philosophy	Streetwise
Art	Federation Law		Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

GENERIC NPC SHEET

ACTION POINTS		UNCONSCIOUS	CURRENT	WOUND FATIGUE STUN			LUC Pool NATURAL	PSI Vector		((INT+CHA+PSI)/3) rd		
1				ATTRIBUTE FATIGUE EFFECTS				PSI Pool NATURAL				
2												
3												
4		SAVE	(END/2 rd)	BARE HAND DAMAGE.....			TO HIT TABLE (SKILL + DEX)/2 = TOHIT DMG		PER SETTING			
5		SAVE	(END/4 rd)	SKILL BONUS..... + _____			Modern.....				
6		UNC	(END/10 rd)	TOTAL..... = _____			H-T-H.....				
7		WEAPON DAMAGE		STR BONUS..... + _____					
8		STR BONUS..... + _____		TOTAL..... = _____					
9		Action Point Table		A Opportunity Action					
10		Position Change					To-Hit Modifiers				
11		A Turn in Place		1			Target Modifiers				
12		Stand-to-Sit or reverse		1			Range				
13		A Stand-to-Kneel or reverse		1			Point-Blank				
14		A Kneel-to-Prone or reverse		1			Short				
15		Movement					Medium				
16		Walk 1sq orthogonal		1			Long				
		diagonal		1.5			Extreme				
		Evade 1sq orthogonal		2			Size				
		diagonal		3			Very Small				
		Crawl 1sq orthogonal		2			Small				
		diagonal		3			Man-size				
		Run for full Turn		1/2 all AP			Large				
		Climb Stairs or Ladder		2x AP			Specific Location				
		Climb Rope		3x AP			Position				
		Swim		2x AP			Standing				
		Equipment and Weapon Use					Crouched				
		A Short Communication		1			Prone				
		Draw and Ready Device		2			Concealment				
		A Operate Familiar Device		2			≤ 1/3				
		Draw and Ready Weapon		2			1/3 - 2/3				
		Aim Weapon		2			2/3 ≥				
		A Quick-Draw and Fire		3			Movement				
		A Fire Ready Weapon		1			Stationary				
		A Throw Ready Weapon		1			Moving				
		Adjust Weapon Settings		2			Running				
		Reload Weapon		2			Attacker Modifiers				
		Combat and Emergency Evasion					Aiming				
		A Attack		min. 3			Aimed Shot				
		A Parry/Defend		min. 2			Snapshot				
		A Dodge		min. 3			Quick-Draw/Shoot				
		A Duck Thrown Weapon		2			Wrong-Hand				
		A Hide in Same Square		1			Simultaneous Attacks				
		A Hide in Adjacent Square		4			Movement				
		A Roll Sideways		2			Stationary				
		A Drop-to-Ready		1			Moving				
		A Drop-to-Prone		0			Running				
		A Dive to Prone		2			Vulcan Nerve Pinch				
		A Dive Roll		4			Evading				
		Flying Tackle		min. 4			Target is:				
		Clear, Road or Path		1x AP			Totally Unawares				
		Hills, Light Vegetation		2x AP			Surprised or Distracted				
		Swampy, Rocky, Hvy Veg		3x AP			Alert and Aware				
		Cliffs, Rough Terrain		2x - 4x AP			Aware of the Technique				
	16	Terrain Modifiers					Die Mod				
	16								

FEDERATION DATABANK

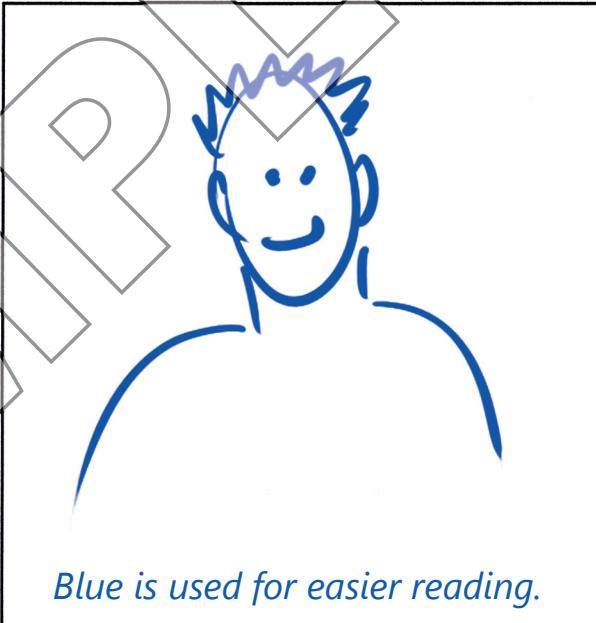
STARFLEET INFONET Public Personnel Records

NAME	GEN AEREK	AGE	34	STR	D	Top Skills
SPECIES	HUMAN	SEX	M	END	D	1. ARCHAEO
		HT	5'10	INT	C	2. BIOLOGY
BRANCH	SCI	WT	160	DEX	D	3. ST SENSORS
RANK	LT.	HAIR	BROWN	CHA	D	4. PHYSICS
CURRENT ASSIGNMENT	U.S.S. GAME AHOLY	EYES	BROWN	COOL	D	5. CHEMISTRY
		D.O.B.	2230	LUC	D	...
				PSI	H	Contact Team Y Certified? N

220822.00



Service Record

Honors	<i>TERM 3, COMMENDATION, U.S.S. EAGLE</i>
	 <i>Blue is used for easier reading.</i>

Assignments	<i>Cadet COLORIZATION</i>
Cadet	<i>EXPLORATION, 5 yrs</i>
Term 1	<i>ST U.S.S. EXETER, 3 yrs</i>
Term 2	<i>ST U.S.S. EAGLE, 2 yr Shakedown Cruise + 1 yr</i>
Term 3	
Term 4	
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	

Name GEN AEREK

Family

Homeworld: STARBASE 10

Parents: LAW ENFORCEMENT, HEREDITARY FEUD, BOTH ALIVE

Childhood: OUTSKIRTS

Siblings 2, BOTH ALIVE, YOUNGER OLDER, LIKES & DISLIKES, PASSIVE & ESTRANGED

Lifepath

Academy HEADACHE! RELAPSE IN SICKNESS

Cadet FRIEND, MENTOR

Term

1 —
2 HAPPY ROMANCE
3 HEADACHE: -400 CR

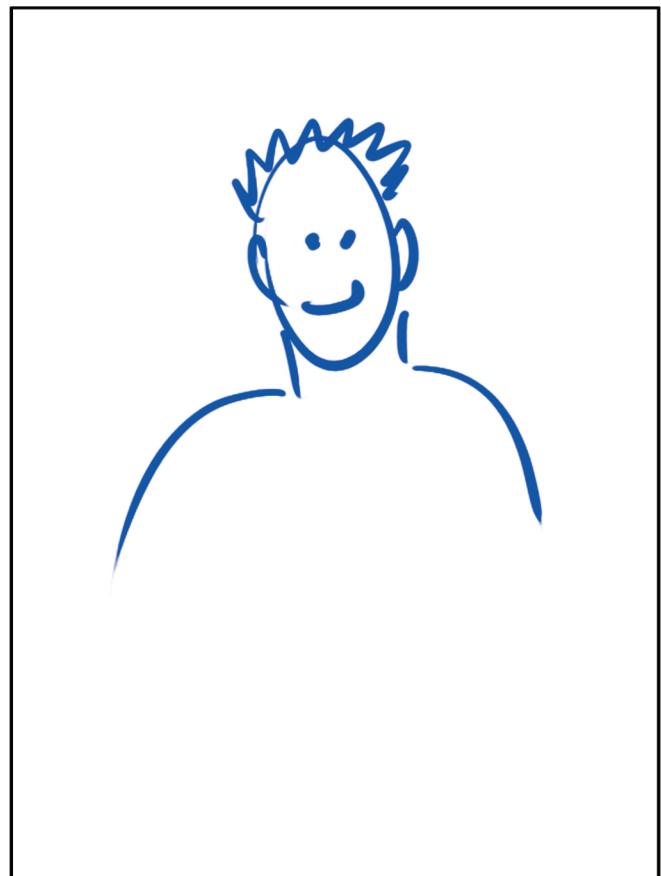
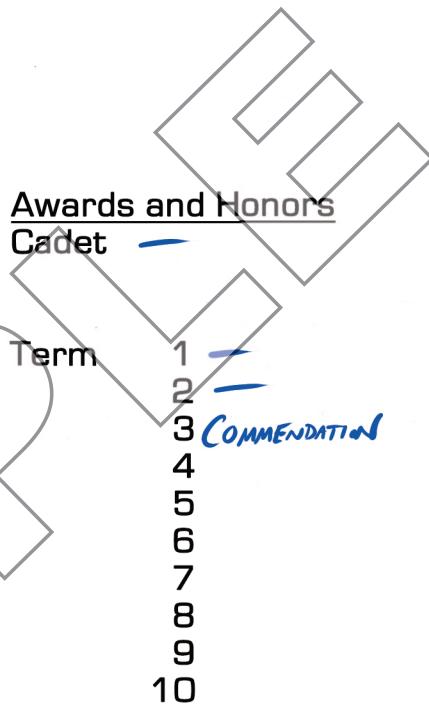
4
5
6
7
8
9
10

History and Notes

S
A
M
P

Personal Notes and Record

<u>Areas of Improvement</u>	
<u>Skills</u>	<u>Attribute</u>
1 <u>ARCHAEO (S)</u>	—
2 <u>BIOLOGY</u>	
3 <u>ST SENSORS</u>	



Blue is used for easier reading.

STARFLEET OFFICER RECORD

SCHOOL (M) CONTACT, (C) COMMAND, (D) DEPT. HEAD
 STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR
 Passed Honors High Honors

CADET CRUISE

1st			
2nd			
3rd			
4th			
5th			
6th			

ACTIVE DUTY

Term Length
Efficiency

Cadet Cruise

1st	4 AV	
2nd	2 AV	USS EXETER /
3rd	5 AV	USS EAGLE / COMMENDATION
4th		
5th		
6th		
7th		
8th		
9th		
10th		

STR	END	INT	DEX	CHA	COOL	LUC	PSI
61	60	70	62	60	60	63	09
FOOLIES (CHA+COOL)/2 round down	60	PERCEPTION (INT+LUC)/2 round down	66	FOCUS (INT+COOL)/2 round down	65	PERSEVERENCE (END+LUC)/2 round down	61 (INT+LUC)/2 round down 66

Administration	10	Demolitions	Medicine	ST Sensors	40
Anthrop		Disguise		ST Services	
Appraisal		Ecology	20	Meteorology	30
Archaeo <i>Andor</i> <i>Deneb II</i>	22	Electronics	20	Negot/Diplomacy	
Art	40	Enviosuit Ops	10	Oceanography	15
Astron/Atrophys	30	Federation History	10	Pers Wpn Tech	
Biology	40	Federation Law	25	Philosophy	
Botany		Forgery		ST Stealth	
Bribery		Gaming	22	Streetwise	
Burglary		Gambling		Survival	
Carousing	9	Geology			
Chemistry	28	Hvy Wpns Op/Tech		Track/Hide/Evade	
Combat		History		Trade & Commerce	
Archaic		Holotechnology		Transporter Ops	
<u>sword</u> Armed	10	Instruction	10	Transporter Tech	
H-T-H	24	Interrogation		Trivia	
Modern	25	Intimidate		Shuttle Pilot	
Computer Op	35	Law		Shuttle Sys Tech	
Computer Tech	20	Leadership	10	Sm Equip Tech	20
Culture <i>Andorian</i>	10	Life Support Tech	20	Sm Unit Tactics	
Dmg Ctrl Proc	15	Materials Science		Sports <i>SPACERBALL</i>	10
Def Shield Tech		Mechanics		<i>Moon GOLF</i>	10
				ST Cbt Tac/Str.	
				ST Comm Proc	
				ST Comm Tech	
				ST Engineering	
				ST Helm	
				ST Navigation	
				ST Security	

NAME **GEN AEREK**
 SPECIES **HUMAN** P.O.B. **STARBASE 10**
 RANK **LT.** BRANCH **SCI**
 ASSIGNMENT **U.S.S. GAME ANG**

AGE **34**

SEX **M**

HT **5'10**

WT **160**

HAIR **Brown**

EYES **Brown**

D.O.B. **2230**

220822.00



ACTION POINTS		NATURAL 60	WOUND	FATIGUE	STUN	LUC Pool 63	PSI Vector 46	
1	UNCONSCIOUS	CURRENT 60	Blue is used for easier reading.					
2	CONSCIOUS	ATTRIBUTED FATIGUE EFFECTS		SEE BOOK 2, PIECE OF THE ACTION FOR DETAILS ON FILLING OUT THE CHARACTER BACK SHEET		PSI Pool		
3	SAVES	SAVE (END/2 rd) 30	BARE HAND DAMAGE... 1d10		TO HIT TABLE		SKILL + DEX = TO HIT DMG	
4	SAVES	SAVE (END/4 rd) 15	SKILL BONUS.....+ 1	TOTAL.....= 1d10+1	Modern..... 25	62	43	PER SETTING
5	SAVES	UNC (END/10 rd) 6	STR BONUS.....+ 3		H-T-H..... 24	62	43	1d10+1
6			SKILL BONUS.....+ 0	TOTAL.....= 0	Sword..... 10	62	36	4d10+3
7					Hand-Heeld..... 0	62	31	PER ITEM +3
8					Ranged..... 0	62	31	PER ITEM
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
23								
24								
25								
26								
27								
28								
29								
30								
31								
32								
33								
34								
35								
36								
37								
38								
39								
40								
41								
42								
43								
44								
45								
46								
47								
48								
49								
50								
51								
52								
53								
54								
55								
56								
57								
58								
59								
60								
61								
62								
63								
64								
65								
66								
67								
68								
69								
70								
71								
72								
73								
74								
75								
76								
77								
78								
79								
80								
81								
82								
83								
84								
85								
86								
87								
88								
89								
90								
91								
92								
93								
94								
95								
96								
97								
98								
99								
100								
101								
102								
103								
104								
105								
106								
107								
108								
109								
110								
111								
112								
113								
114								
115								
116								
117								
118								
119								
120								
121								
122								
123								
124								
125								
126								
127								
128								
129								
130								
131								
132								
133								
134								
135								
136								
137								
138								
139								
140								
141								
142								
143								
144								
145								
146								
147								
148								
149								
150								
151								
152								
153								
154								
155								
156								
157								
158								
159								
160								
161								
162								
163								
164								
165								
166								
167								
168								
169								
170								
171								
172								
173								
174								
175								
176								
177								
178								
179								
180								
181								
182								
183								
184								
185								
186								
187								
188								
189								
190								
191								
192								
193								
194								
195								
196								
197								
198								
199								
200								
201								
202								
203								
204								
205								
206								
207								
208								
209								
210								
211								
212								
213								
214								
215								
216								
217								
218								
219								
220								
221								
222								
223								
224								
225								
226								
227								
228								
229								
230								
231								
232								
233								
234								
235								
236								
237								
238								
239								
240								
241								
242								
243								
244								
245								
246								
247								
248								
249								
250								
251								
252								
253								
254								
255								
256								
257								
258								
259								
260								
261								
262								

Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR TREK
40TH
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates

1983 ~ 2023



21st Century
**HOUSE
RULES**
for 23rd Century Gaming

Cover design, layout design and some photography are ©Mine.

All materials written by me are ©Myself.

All ©FASA and other materials are fully attributed in: Book 2, Piece of the Action
with thanks for their now-historic and successful efforts.

© Images from the show are from the show.



1983 ~ 2053



Star Trek
House
Rules
for 3rd CenturY
Gaming

Cover design, layout design and some photography are ©Mine.

All materials written by me are ©Myleti.

All ©FASA and other materials are fully attributed in: Book 5, Piece of the Action

With thanks for their non-historic and successive efforts.

© Images from the show are from the show.



Star Trek: The Role Playing Game™

Jack Photon's 4.0th Fantaversary Revision

Book 1: Lifeform Readings

A System to Define and Generate the Attributes, Abilities, Skills, Relations and Place in the Galaxy for any Being of any Species as an Active or Retired, Enlisted, Non-Commissioned or Commissioned Starfleet Officer or Citizen of The United Federation of Planets.



*"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore."*

1983



Jack Photon's
4.0th Fantaversary Revision

2023



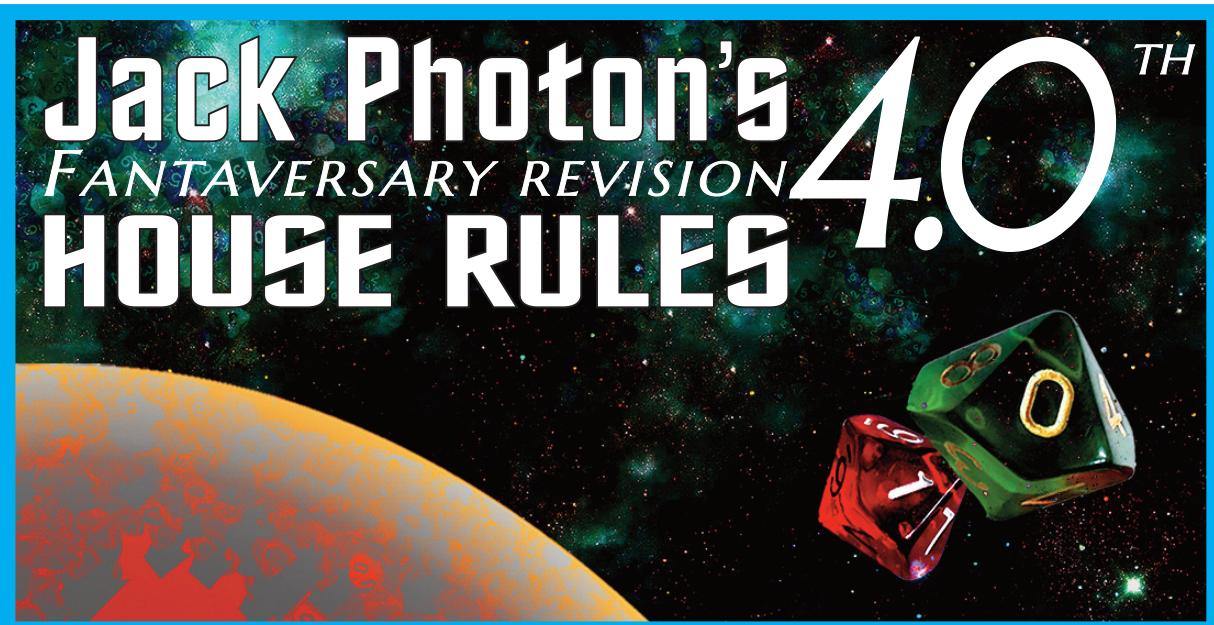
Original Game System, FASA ©1983~1988
Jack Photon's 3rd Edition Framework, ©2022
Jack Photon's 4.0th Fantaversary Revision, ©2023 | ©1984~2000, 2020-2023
Permission to copy. NO permission to profit!

STAR TREKTM

40TH ANNIVERSARY
1983 - 2023

For Use With
FASA
GAME SYSTEM

A GAME FOR ROLEPLAYING
ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN



230101.01

Book 1

LIFEFORM READINGS

Define and Generate any Being as a
Player or Non-Player Character from
the United Federation of Planets.